The Rookie's Guide to Crazes

d20 system

A Supplement for Games Masters and Judges

The JUDGE DREDD Roleplaying Game

Open Game and Copyright Information

This printing of The Rookies Guide to Crazes is done under version 1.0 of the Open Game Licence and the draft versions of the D20 System Trademark Licence, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast ®. Dungeons & Dragons ® and Wizards of the Coast ® are Registered Trademarks of Wizards of the Coast, and are used with permission. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Licence version 1.0. A copy of the Licence can be found at www.wizards.com. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Portions of The Rookies Guide to Criminal Organisations are Open Game Content licensed with version 1.0a of the Open Gaming Licence (see below).

Designation of Product Identity: All material other than game rules already considered Open Gaming Content is considered Product Identity as described in Section 1(e) of the Open Game Licence v 1.0a (see below). This includes, but it not limited to, Judge Dredd, Mega-City One, all characters, equipment and weapon names, creeps, place names, artwork, logos, designs, trade dress, product names and product lines. In addition, the following specific terms are considered Product Identity: Judge Dredd, Mega-City One, Lawgiver, Lawmaster, Manta Prowl Tank, H-Wagon, Psi-Judge, Judge Death, Boing®, Citi-Def, Stump Gun, SJS, Wally Squad, Cursed Earth, Brit-Cit, Academy of Law, Meg-Way, Skedway, Fatty, Futsie, Umpty Candy, Cuidad Barranquilla, East-Meg One, East-Meg Two, Hondo City, Luxor City, Perp, Klegg, Klegg Hound, Dog Vulture, Gila-Munja, Mo-Pad, Pedway, Drokk, Stomm, Grud, Jovus, Rad Cloak, Eldster, Helltrek, Iso-Cubes, Jimp, Juve, Power Board, Resyk, Simp, Stookie, Stumm Gas.

Designation of Open Game Content: With the exception of Product Identity, the text of all Classes, Skills, Feats, Equipment, Vehicles and Weapons are Open Game Content. All game mechanics and statistics derivative of Open Game Content and the System Reference Document are to be considered Open Gaming Content, excepting Product Identity, as described above. If you have any questions on the Open Game Content of this product, please contact Mongoose Publishing Ltd for clarification.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgement or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. D20 System Rules & Content Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. The Rookies Guide to Crazes and all related Product Identity trademarks defined above are copyright 2002, Rebellion A/S.

Produced under licence from Rebellion A/S. ©2002 Rebellion A/S. All Rights Reserved. 2000AD, Judge Dredd and all related characters and indicia are registered Trademarks or trademarks of Rebellion A/S. Visit www.2000adonline.com for more information. The exclusive copyright in the artwork and the images it depicts is the property of Rebellion A/S. No part of this book may be reproduced in any form or by any means without prior permission from the publishers.

Visit www.2000adrpg.com for more information

The Rookies Guide to Crazes

Marc Farimond

Contents

2 Introduction

3 Chapter 1: Skysurfing

18 Chapter 2: Pro-Eating

30 Chapter 3: Batgliding

35 Chapter 4: Shuggy

40 Chapter 5: Scrawling

45 Chapter 6: Feeding the Masses

54 Chapter 7: All Creatures Great and Small

61 Chapter 8: Getting Ugly

Credits

Editor
Daniel Bishop

Cover Art
Cliff Robinson

Interior Illustrations
Cam Kennedy (3, 4, 16, 20, 23, 26,),
Ron Smith (2, 18, 21, 28, 31, 53, 62-64),
John Caliber (5, 7-8, 14-15, 17, 24-25, 33-34, 42-43, 55-57, 60),
Nathan Webb (52)

Graphic Design
Anne Stokes

Proof Reading
Lucya Szachnowski

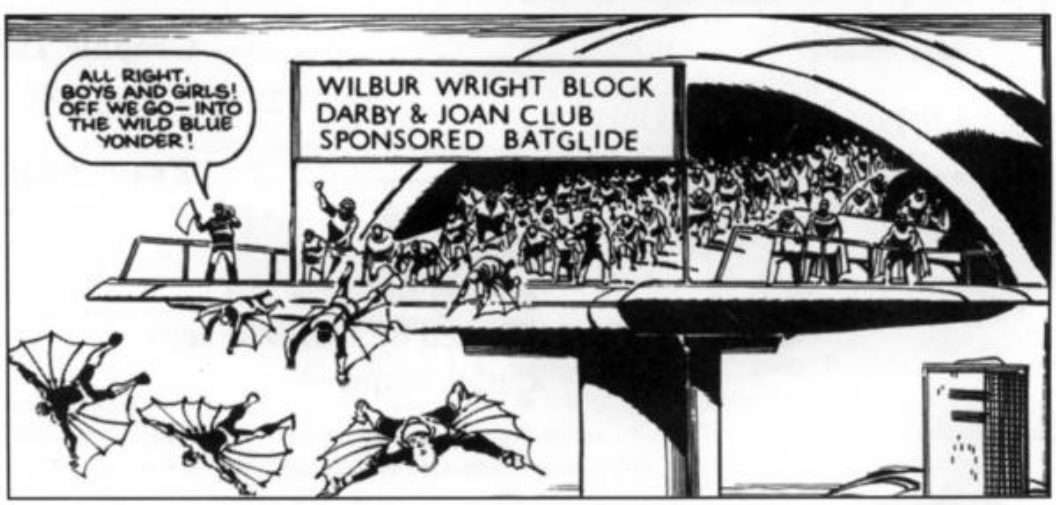
Judge Dredd created by John Wagner and Carlos Ezquerra

Introduction

Mega-City One is one of the craziest places on Earth to live. More than 400 million souls crammed into an already overpopulated city often causes tensions to flare and temperatures to rise. Unemployment is almost total in the Big Meg, with only one in ten citizens ever getting full-time employment at some time in their lives, leaving a bored populace with very little to do. It is very little wonder that many of the citizens in Mega-City One turn to pastimes and other activities to relieve the tedium of everyday life. Some pastimes are just fleeting fly-by-night affairs, popping up into the limelight and staying popular for a short time. The fun soon wears thin and the easily bored citizens move on to the next big thing. Other recreational pastimes are more concrete and can earn their creators vast sums of credits in royalties and patents, and will go on to become firmly lodged into the hearts and minds of the citizens of every sector.

From flying high at breakneck speeds on a powerboard, to soaring on thermal currents in a bat glider suit, to using cosmetics to make oneself hideously ugly, every craze has its highs, lows and devoted followers and it is these crazes that help make Mega-City One the place it is.

The Justice Department tries its very best to keep abreast of all the latest crazes that are sweeping the streets of its city. If it deems a craze is either too dangerous or liable to cause problems in the future, then it has the power to ban such a craze before it becomes too widespread. However, sometimes even banning a craze will not stop it from becoming popular and, for almost every craze cracked down upon by the judges, there are literally thousands of followers of that craze who will keep it alive. So reluctantly the Justice Department will allow a great many of these pastimes to become popular and hope they will run their course and the fickle population of Mega-City One will snub them and move on to the next best thing.



The Rookies Guide to Crazes

This book is a detailed guide to the many pastimes and crazes that have become popular in Mega-City One over the years and their place in today's Big Meg. It presents players with new skills, equipment, dozens of pastimes and kooky products that have swept the city. Games Masters will also find a wealth of background information to use in either citizen or judge campaigns. Though this book covers a great deal of the crazes that have appeared in both 2000AD and the Megazine, it is by no means the definitive guide to these pastimes and if it were to include everything mentioned this would be a tome of truly epic proportions. We encourage you to add to the crazes in this book, exploring the wonderful world of fads and pastimes in the craziest city on Earth.

Zipp boarding is the latest fad to come from those wonderful people at O'Connell's – the home of powerboarding. Currently taking the slabs of Brit-Cit and Oz by storm, zipp boarding is a sport that requires skill and talent and looks sure fire to be the next big thing.

Mega-City Sports Almanac November 2122. Zipp Boarding

Skysurfing

Of all the crazes that have ever swept Mega-City One, none have had such an impact as the hit pastime of powerboarding or skysurfing. Citizens of almost every age and walk of life took this craze that soon became a sport to their hearts with zeal and now it is hard to think of a time when skysurfing was unheard of in Mega-City One. Skysurfing is not a new pastime; in fact it was highly popular in Brit-Cit and Euro-City long before it hit the juves of Mega-City One. However, it is perhaps in the heart of its country of origin where the powerboard is king. When the theory of anti-gravitic propulsion became a reality rather than fiction, many companies around the world were quick to cash in on this new source of power.

Soon almost everything from cars to buses and trains had an anti-gravitic unit to propel them through the air with ease. The developments in technology allowed for large objects such as vehicles to defy the laws of physics and made the transportation of heavy goods as easy as flicking a switch. Soon it was not only vehicles that were benefiting from anti-gravity technology, household items such as the powerlifter would make moving heavy objects around the home simple and even seating was powered by small anti-gravity motors at one point with the ill-fated easymaster sofa™.

However, it took a young entrepreneur from Oz to really make the best use of the anti-gravitic motor. Bruce O'Connell was just your average surfer bum, hanging out in the surf bars of Byron Bay on the eastern coast of Oz. Day after day he and his fellow surf buddies would wait till the rip was right and ride the curls that washed up on the shoreline. Surfing was (and still is) a dangerous pastime due to the amount of mutated sea life that fill the seas but, given their tenacity for all things, any surfer worth his salt will throw caution to the wind. Bruce and his friends lived for surfing and spent every morning catching the waves, honing their talents and generally having fun.

But there are always those days when the surf is not as high as it should be and on one such flat day a glass-like sea faced the surfers, denying them their sport for the day. Bruce had been called to his mother's house to help her move some furniture, a task he did not relish the thought of. Using the powerlifter Bruce had the furniture moved in no time at all but it was when he was about to put away the appliance that something struck him. What if he where to put a powerlifter underneath his surfboard?

Would it take his weight? Bruce hastily attached his mother's powerlifter to his board, powered it up and, with that, powerboarding was born.

Bruce O'Connell was the first powerboarder (documented at least, as many others have claimed to have invented the sport) and soon his gimmick became big news. O'Connell was quick to cash in on this gimmick and soon he was stripping down powerlifters and converting them to be attached to surfboards.

The early powerboards where unstable and difficult to master but, with the diligence that becomes a surfer, O'Connell and his friends managed to develop the designs further, integrating the anti-gravitic units within the body of the boards themselves. Borrowing money from his parents to finance his business, O'Connell Enterprises became the first manufacturer of powerboards and powerboarding equipment in the world, and still remains one of the largest companies some 40 years after its creation. Soon every dongo (Oz slang for juve) wanted to get their hands on an O'Connell, and Bruce and his partners became multi-millionaires within a year. Research and development over the years helped to define the powerboard further, adding thrusters for that extra added boost, stabilisers to control pitch and climb, and fins to control direction. Within the space of four years, powerboarding had grown beyond Byron Bay and Oz and had become an international property.

Word of the powerboarding phenomena hit the streets of Brit-Cit and soon every juve there was dying to get their hands on this latest gimmick. Within a few short months of the first powerboards being sold in Brit-Cit's more exclusive stores, the skies of the city were dotted with juves learning to surf and pull off new tricks. A Brit-Cit Tri-D news show called the event 'Skysurfing' and ever since the name seems to have stuck.

There is a lot of skill involved in placing yourself on a piece of plasti-glass powered by a Hurodyne anti-grav motor and zooming off into the skies at speeds in excess of 200 miles-per-hour. It takes great stamina and concentration to master even the very basics of powerboarding, and many who come to the hobby find themselves unable to excel to the heights of the legends they so admire. A lot of would-be skysurfers give up within a few weeks of their first attempts at the hobby. Those who do stick with the sport find themselves quickly becoming hooked and for many it becomes a way of life. Only a few will ever truly master the art of skysurfing and go on to become a professional skysurfer, making money from the sport they love so much. Yet even fewer will make it to the ranks of the world-class surfers who literally risk life and limb each year in the championship circuits' premier events, Supersurf and the Montezuma 3000.

The Championship Circuit

It is the dream and ambition of every surfer to be ranked among the great and to rub shoulders with the rich and famous. Successful powerboarders can command big money in advertising deals, branch out into their own merchandising franchises and even, in some cases, become bigger names than the sport itself.

For every Yogi Yakamoto, Jug McKenzie and Marlon Shakespeare, there are hundreds of thousands of talented surfers who never make the grade enough to become a world champion. The wealth and fame that winning an event brings is a tempting thought to any surfer.

There are a number of events that make up the championship circuit each year, each held in a different part of the world and each with its own difficulties, problems and rewards. Prize money for placing can be high and for those lucky enough to finish first it can be astronomical, with many former champions now being extremely wealthy individuals from their winnings. All the events lead up to the grand final and master class of skysurfing, the Supersurf.

Luxor: The King's Challenge

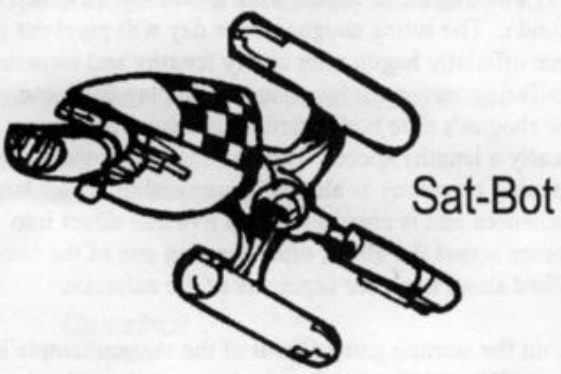
The first and longest event of the calendar takes place each February in Luxor City one of the four wonders of the modern world. Here, among the vast solar collectors that power the city, surfers pit their skills against each other and the labyrinth of twisting and winding back streets of this wondrous yet dangerous city. Starting from the great pyramid of Ankh Som Nhah outside Cairo, this race heads down the famous Nile stretch into the splendid city of Luxor itself. The route winds its way through ancient streets barely wide enough to take a hovercar and then off into the great vastness known as the Golden Wastes, towards the finish line in Alexandria. This three-day event is a challenging test of endurance and stamina requiring great concentration on the part of the competitors.

The vast open desert of the Golden Wastes is a harsh mistress that goes from one extreme to another. Temperatures by day are enough to fry the circuits on a powerboard, as well as the minds of those crossing this wilderness, while by night the temperature drops to well below freezing, causing many inexperienced racers to seek shelter only to end up freezing to death. The Ishanti are a nomadic race of aliens who settled in the region more than 50 years ago and they do not take too lightly to the invasion of their privacy. More than one competitor has met a gruesome demise at the end of an Ishanti war blade. During the final stretch of the race, the competitors must traverse the ruins of Alexandria, where the great quake of '78 caused massive tectonic upheaval and transformed the area into a bizarre twisted scrap pile of metal flotsam. The King's Challenge is the only endurance race of the calendar and is often a proving ground for those who can stay the course.

As with the majority of events on the pro circuit, coverage is beamed live directly into Tri-D sets all over the world and beyond to the colonies on Luna and Mars. Almost exclusive coverage is provided by the multi-award-winning Brit-Cit-based Starline news team, and Starline itself sponsors two major events on the circuit. All of the events are covered by the myriad sat-bots that Starline utilises to follow the racers on their journey, each sat-bot is similar in design to the spy in the sky cameras used by the Justice Department in Mega-City One.

Sat-bot

Size: Tiny; **Defence Value:** 15; **Damage Reduction:** 4; **Hit Dice:** 1d10 (5 hp); **Speed:** 225 (fly); **Weapons:** none; **Attacks:** Slam -2 melee; **Damage:** Slam 1d4-2/2; **Face/Reach:** 1 ½ ft. by 1 ½ ft./1ft.; **Abilities:** Str 6, Dex 17; **Software Capacity:** 48; **Software Packages:** Emergency Stop, Move Silently +6, Spot +10, Technical +10, Track, Wilderness Lore +10.



The sat-bot contains highly sophisticated software that enables it to track competitors without getting in the way, and beam the images directly to the satellites in orbit, via its uplink software, for instant transmission around the globe. Infrared packages allow the sat-bot to track competitors in almost total darkness.

The King's Challenge

Duration: Three days endurance event. Current record held by Guntz Holtz of Ruhr Conurb: *two days, seven hours, 18 minutes.*
Location: Luxor City.
Sponsor: Sudan tran global.

Purse
Champion: 30,000 credits.
First Runner-up: 15,000 credits.
Second Runner-up: 10,000 credits.
Pole Placement: The first three over the finish line during the King's Challenge gain pole positions in the next event, the Shogun Cup in Hondo City.

Hondo City: The Shogun Cup

A scant six weeks passes between the King's Challenge and the next event on the calendar, the Shogun Cup, allowing a little respite for competitors to catch their breath and heal any wounds they may have taken during the King's Challenge. Hondo City, like many cities on Earth, is mad on skysurfing and the Shogun Cup brings out spectators in their droves to watch their heroes as they zoom past at breakneck speeds. Hondo is a highly industrial city and this event is often a proving ground for competitors, weeding out the weak and setting the benchmark for the rest of the season.

The competition begins with all the pomp and ceremony one would come to expect from an ancient city such as Hondo. The ruling shogun of the day will proclaim the race officially begun after a very lengthy and sometimes confusing ceremony, involving swordplay from some of the shogun's elite bodyguard, music from courtesans and finally a lengthy speech from the shogun himself. The opening ceremony is almost guaranteed to attract large audiences and is always beamed live and direct into homes across the globe, often forming one of the most talked about non-race segments of the calendar.

From the starting gate in front of the shogun temple in Tsuen Wan this is a race against time and, unlike the more sedate pace of the King's Challenge before it, this race is often over in less than three hours. The main difficulty in navigating this course is the industrial zone that lies just outside Kowloon District. This is a vast built-up area of industrial might that rises high into the sky, blotting out sunlight to those poor lower caste workers who toil in the ore smelting plants below. These edifices are wrought with danger and a wrong move here will spell certain doom for the unlucky surfer. Most races on the championship circuit tend to be over distances more than an obstacle event, but the Shogun Cup pushes the most experienced surfers ever upwards through the cube, a maze of spikes, girders, choppers, flumes of flame and much more.

The cube is a vast building that rises almost five miles into the air, topped with a splendid pagoda used especially for the event, and one of the most wondrous sites in Hondo City. There are many ways to the top of the cube but many are little more than dead ends lined with spikes and, more than once, a surfer has taken the final wipe out and ended up little more than a surfer-kebab. Other turns have equally deadly conclusions and many lead to false drops and rises, causing confusion among surfers and often ending with a mass pile up of new-comers to the race. The pros will always learn from the mistakes of the past and it is a wise surfer who will hold back for a few precious seconds to allow the less experienced competitors to lose themselves in this labyrinth of plasti-steel.

There are only ever three ways to the top of the cube, and each year the structure is partly re-designed to stop past winners gaining too much of an edge. It is always a nail-biting climax to the race when the lead surfers finally make their break from the rest of the pack and go for gold. Though there are only three correct exits, there are dozens of dead ends towards the top of the cube and each can spell doom. The people of Hondo City treat the winners of the event like royalty and it is no wonder that many come back to vacation here year after year.

The Shogun Cup

Duration: One day speed event. Record held by Akira Masamoto of Sino Cit: *two hours, three minutes.*
Location: Hondo City.
Sponsor: Hensi Co.

Purse
Champion: 25,000 credits.
First Runner-up: 15,000 credits.
Second Runner-up: 10,000 credits.
Pole Placement: The first three over the finish line during the Shogun Cup gain pole positions in the next event, the Le Mans Open in Euro-City.

Euro City: The Le Mans Open

Half way around the world from Hondo City is Euro-City. Lying in the ruins of central Europe and in an area that has been decimated by war and destruction over the years, Euro-City is one of the strangest, and least liked, events in the calendar. The customs of Euro-City decree that everyone who visits there must speak in the city's native tongue, French. Anyone not speaking French is liable to be arrested by the local Law. When asked, many competitors often state that they loathe this section of the circuit but adore the race itself. The race is a cross between an obstacle course and a speed sprint,

starting at the top of the Tower de Gaul, a vast epitaph that stands some seven miles straight up out of the sedate surroundings of Paris and finishing in the ruins of Notredame.

Despite being the shortest course on the calendar, it is still wrought with danger. Members of the Liberté Libre movement often take pot shots at the competitors, trying to take them out of the race. Liberté Libre is an isolationist movement that wants all xenos out of Euro-City, be they human or alien, and will go to any lengths to get their goals. One of the worst disasters ever to befall a skysurfing championship occurred in 2104 when members of Liberté Libre sabotaged the opening moments of that year's event. The result left 20 of the 35 competitors dead and four in a critical condition. In a bitter twist of irony, of the 11 champions who finally managed to start the race, it was Jacqueline de Point who crossed the finish line first, bringing the championship title to Euro-City for the first time in its history.

A fairly straightforward race, with few real surprises, most view this as a pause for breath during mid-season and it is often seen as rather farcical by many competitors. Skyline covers the race in as much detail as any other but, due to the bizarre rules and regulations imposed by the governing body of Euro-City, it is unable to broadcast the initial section of the race down through the Tower de Gaul. This dramatically cuts down on the coverage of the race and often gives poor ratings for Skyline.

The Le Mans Open

Duration: One day speed event. Record held by Vladimir Karankis of East-Meg Two: *47 minutes, 28 seconds.*
Location: Euro-City.
Sponsor: Le Troisième Endroit.

Purse
Champion: 25,000 euro-creds.
First Runner-up: 15,000 euro-creds.
Second Runner-up: 10,000 euro-creds.
Pole Placement: The first four surfers over the finish line during the Le Mans Open gain pole positions in the next event, the Montezuma 3000 in Pan-Andes Conurb.

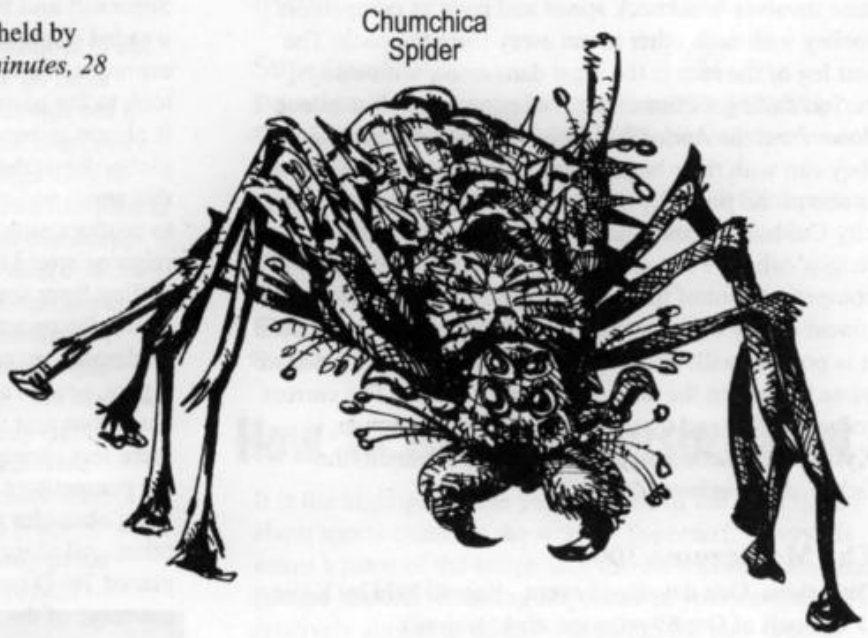
The Montezuma 3000

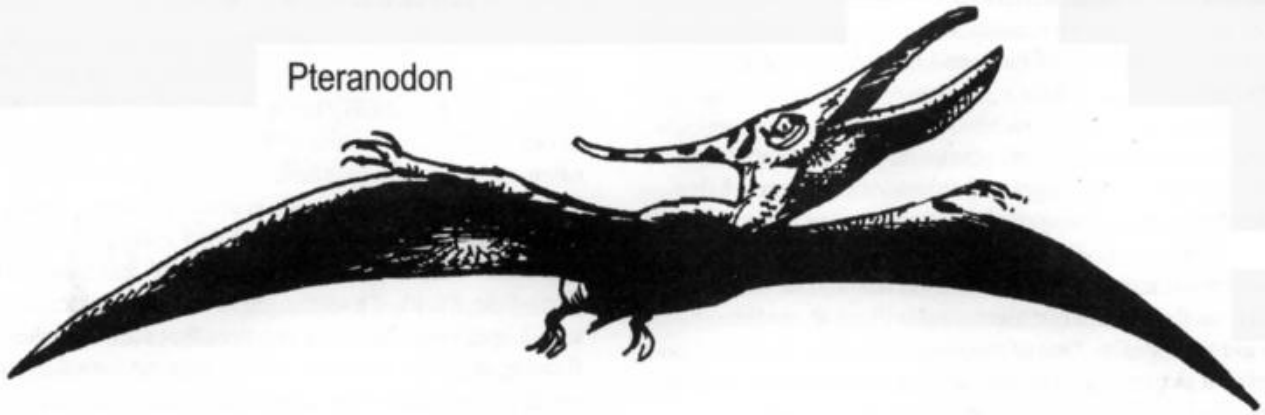
There are a great many factors that make the Montezuma 3000 one of the most gruelling races in the season. Firstly, it is held during the middle of August each year in one of the hottest parts of the world, with temperatures often exceeding those found in the King's Challenge. The weather during this race is always intense, going from scorching heat to torrential rain in the space of a heartbeat. Another factor is the wildlife that inhabits this part of the world. From the gigantic chumchica spiders which spin webs between the trees that surround the flaming Amazon River, to hungry pteranodons that soar on thermals looking for prey. This is always a popular race among fans and is the first of the season sponsored by Skyline.

Chumchica Spiders

Large Animal
HD: 3d8+9(22 hp); **Init:** +3 (Dex); **Speed:** 40 ft., climb 30ft.; **DV:** 15; **Damage Reduction:** 0; **Attacks:** Bite +5 melee; **Damage:** Bite 1d6+3/6; **Face/Reach:** 5ft. by 5ft./ 5ft.; **Saves:** Fort +4, Ref +6, Will +2; **Abilities:** Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10; **Skills and Feats:** Listen +7, Spot +7.

Climate/Terrain: Cuidad Barranquilla, The Cursed Earth.
Organisation: Solitary.
Advancement: 4 HD (Large).


Chumchica Spider



Pteranodon

Medium-size Animal
HD: 2d8 (9 hp); **Init:** +2 (Dex); **Speed:** 10 ft., fly 60 ft. (average); **DV:** 15; **Damage Reduction:** 0; **Attacks:** Bite +2 melee; **Damage:** Bite 1d6+1/1; **Face/Reach:** 5ft. by 5ft./5ft.; **Saves:** Fort +1, Ref +5, Will +0; **Abilities:** Str 12, Dex 15, Con 10, 1nt 3, Wis 8, Cha 6; **Skills and Feats:** Listen +5, Spot +5.

Climate/Terrain: Cuidad Barranquilla, The Cursed Earth.
Organisation: Solitary or pair.
Advancement: 3-4 HD (Large).

The race begins on the outskirts of Barras Town at the foothills of the Andes and follows the course of the flaming Amazon River before snaking its way back towards the ancient ruins of Machupicchu Cusco. This race involves breakneck speed and pace as competitors jockey with each other to cut away from the pack. The last leg of the race is the most dangerous, with many surfers falling victim to the flying predators that swoop down from the Andes and pick up whatever stragglers they can with their huge talons. The Pan-Andes Conurb is one of the poorest places on Earth and, like its sister city Cuidad Barranquilla, it is ruled by the 'banana judges' who are not akin to accepting bribes to take competitors out of the race. The purse on this race is the lowest of any of the events on the Supersurf calendar, but it is popular with both competitors and fans and leads to more tension as the next event draws closer. The current record holder, and three-time Supersurf champion, is Kylie O'Connell, daughter of Bruce O'Connell, the father of powerboarding.

The Montezuma 3000

Duration: One day speed event. Record held by Kylie O'Connell of Oz: *69 minutes, eight seconds.*
Location: Pan-Andes Conurb.
Sponsor: Skyline News Brit-Cit.

Purse
Champion: 15,000 credits.
First Runner-up: 10,000 credits.
Second Runner-up: 5,000 credits.
Pole Placement: The first two over the finish line during the Montezuma 3000 gain pole positions in the next event, the Henley Regatta in Brit-Cit.

The Henley Regatta

The penultimate race of the season and one that is fought more fiercely than any other, the Henley Regatta is held every October in Brit-Cit and is one of the most talked about events of the season. It is the run up to Supersurf and by this point the competition has been weeded down to only the very best in the sport. For centuries, the brits have been mad on sports and they took to the pastime of powerboarding with a relish that is almost unparalleled in any other country around the globe. Powerboarding is big news in Brit-Cit and so far this small and almost insignificant country has gone on to produce nine Supersurf champions with the current reigning world champion Flip 'The Ammer' Fowler hailing from south-east Brit-Cit. Sponsored by Skyline News, the event takes place over 30 miles of the Thames Underpass, an area below Brit-Cit filled with miles of piping, sewers and debris. The course is extremely dangerous and the majority of its length takes place mere feet above the highly-polluted Thames itself, with the competitors having to wind their way through low-lying obstacles while trying to avoid the water and each other. All along the length of the course, strategically placed Tri-D cams give the best up to the second coverage of the race, and it is not uncommon for surfers

being sponsored by Skyline to have mini Tri-D cams mounted in the nose and tail sections of their boards.

This race against the clock has the highest purse outside of Supersurf itself and millions line the starting blocks outside of the New Old Bailey. Brit-Cit relies heavily on its tourism industry and the ruling body of the county, the parliament of judges, places great levies and taxes on all competitors who enter, which often brings the purse down to a more reasonable amount when duties and tithes have been paid. Each October, this event is watched by more than nine-billion viewers and beamed directly across Luna, Mars and three of the outer colonies. It is often the case that the top three ranked surfers from this race will be in the top three finishers of Supersurf.

The Henley Regatta

Duration: Speed event. Record held by Flip 'The 'Ammer' Fowler of Brit-Cit: *47 minutes, 0 seconds.*
Location: Brit-Cit.
Sponsor: Skyline News Brit-Cit.

Purse
Champion: 85,000 credits.
First Runner-up: 50,000 credits.
Second Runner-up: 25,000 credits.
Pole Placement: The first three surfers over the finish line during the Henley Regatta gain pole positions in the final event of the year, Supersurf, held in Oz.

Supersurf

This is the last event of the calendar and without doubt the most anticipated one. Supersurf is like no other sporting event on Earth, bringing record crowds out to watch this spectacular race in their millions. Supersurf used to be a floating event, going from Mega-City to Mega-City until the tragic events of Supersurf 13 held in the former Mega-City Two. Following this disastrous race, where 99% of the competitors either died or were terribly wounded, it was deemed that no future Supersurf would utilise the same hazards of automatic firearms being shot at the competitors and that a static event would take place rather than a floating one. Oz was the birthplace of powerboarding and it was only right that she host Supersurf from then on. Tight rules were introduced, giving the show's promoters more control over what could and could not be done to place hindrances before the competitors, and many of the panel of judges in Supersurf are former Supersurf champions themselves.

To be eligible for entry into Supersurf each year, the contestant must have placed in the top ten in at least two of the year's previous events, with the pole positions being given to the first three surfers who crossed the finish line of the Henley Regatta. The race always begins from O'Connell's surf shack, just off Byron Bay where the sport began, and travels around the splendid city of Oz itself before heading out into The Blue and the death-defying gorge at Palm Valley, then looping around to head back to the city itself. As can be expected with any event in the Supersurf calendar, there is no such thing as an easy race and many dangers hamper the surfers on their route, from the wreckage of what was once Oz's biggest ship builders, to the mutant Bunyip in The Blue.

The winners of Supersurf gain fame and fortune and almost always go on to land sponsorship deals with surfing and clothing manufacturers, adding to their winnings. If a surfer wins all five races in the calendar and goes on to win Supersurf, they stand to gain a one million-credit bonus. So far, no competitor has managed to win all six events, with the closest, Kylie O'Connell, winning four out of the six (including Supersurf itself).

Many powerboarders love the championship circuit and train all year to try to compete in an event, though some feel the sport has now become too commercial and shun the main events. McNeil Industries, one of the worlds leaders in powerboard goods and manufacturing, recently announced it was to hold a new style of competition that would be more back to basics and involve freestyle events rather than endurance and speed.

Supersurf

Duration: One day speed event. Record held by Flip 'The 'Ammer' Fowler of Brit-Cit: *90 minutes, 0 seconds.*
Location: Oz.
Sponsors: McNeil Industries and O'Connell Enterprises.

Purse
Champion: 200,000 credits.
First runner-up: 100,000 credits.
Second runner-up: 75,000 credits.

How to run a Supersurf Final

It is the highlight of the year and one of the most talked about sports events in the world – Supersurf. Everyone wants a piece of the action and, for the winners, fame and fortune beckon. Running Supersurf in your campaign is relatively simple to do and can be fun for both Games

Master and player alike. Below is all you need to run your own Supersurf scenario, complete with random event tables.

Supersurf is an annual event, held every December in Oz and is a race against the clock. Competitors will vie against one another to win the prestigious title of World Champion and the 200,000-credit purse that goes with it. The race is essentially the same each year, run over a set course that rarely changes. The only real variation occurs when the competitors reach the gorge at Palm Valley, where the winds that whip through this huge crevice can reach phenomenal speeds and throw the sand up to reshape the valley itself. Once through the valley, it is a breakneck rush for the finish line outside O'Connell's Surf Shack and on to fame.

Supersurf is best broken down into four distinct sections where characters will have to perform a number of tricks, rolls and stunts to progress to the next area. The race itself is one against time rather than a freestyle event and, for every failed check a character makes, they will more than likely end up losing precious time. The descriptions of each of the four sections are given below, along with a random event and terrain generator for use during play. Players with the most successes on their checks during the race will gain a lead on the rest of the competitors, with the overall winner being the one with the most *overall* successes.

Beginning the race

The race will be started with all the bravado one comes to expect of a professional sporting event. The top seeded surfers from the last event, the Henley Regatta, will gain pole position, giving them an advantage over the rest of the competition. If a character is in pole position (1st, 2nd or 3rd) they will gain a competence bonus on Craze (skysurfing) checks because they are in a lead position.

1st Pole Position: +6 Bonus.
2nd Pole Position: +4 Bonus.
3rd Pole Position: +2 Bonus.

Of course, the surfers will try to gain the upper hand on each other and push themselves as hard as they can. The race can sometimes come to a dead stop due to pile ups of surfers (see below) and its not unusual for the competitor in pole position to win outright, having gained a massive lead.

As already noted, Supersurf is split into four separate sections, each with its own hazards, dangers and areas for a competitor to pick up, or lose, an edge over the rest of the pack.

Section One: The City and Dooley's Brewery

The race begins at O'Connell's Surf Shack, the home of skysurfing and from the start the surfers are given their first major obstacle of the race. Less than a mile from the start line the competitors will encounter Dooley's Brewery, home of the best-selling beer in Oz and a vast building through which the contestants must surf. Automated bottling machines, canning machinery and robo-trucks make the journey through the brewery difficult, but it is the recycler at the end of this section that make it a real challenge. As part of the process, Dooley's recycles old garbage, glass and metal to make its own distinctive shaped bottles. All this rubbish is recycled in a huge cylindrical grinder at the far end of the factory and it is through this death machine and out the other side the surfers must race. The doors open for two seconds on each side, giving the contestant a window of five seconds to travel through the recycling machine – not an easy task and many do not make it or take the risk. Those who do not enter through the recycler, nicknamed the Jaws of Death, can opt to go the long way around, but will lose valuable time.

Dooley's Brewery

Terrain	Effects
Brewery Floor	Two successful Craze (skysurfing) checks (DC 15) will allow the competitor to navigate through the machinery and robo-trucks without mishap and reach the Jaws of Death.
Jaws of Death	The huge steel doors can crush a car with ease and, once through them, the surfer must navigate the internal workings of the recycling machine and out of the far doors to the next segment of the course. Three successful Craze (skysurfing) checks are required to navigate this obstacle, being made against DC 25, DC 15 and DC 25 respectively. The failure of any of these checks can be disastrous for the surfer.

Section Two: Rounding Dame Edna

A vast statue that rises like an edifice from the centre of Oz and dwarfs even the Paul Hogan Hall of Justice and Leisure, Dame Edna is a truly resplendent sight. This huge statue was erected in 2100 in honour of one of Oz's best-loved leaders from the early 21st century and she

Random Event Table

D% Roll	Event	Effect
01-10	Rad-Pits	The competitor must make a Craze (skysurfing) check (DC 25) or be overcome by the rad-pit fumes.
11-19	Loose Billycord	The competitor's billycord becomes loose. In order to refasten the billycord the competitor must either slow down or make a successful Craze (skysurfing) check (DC 30).
20-28	Collision	A competitor loses control of his board and crashes into another, causing a pile of twisted boards and dangling bodies. The competitor must make a Craze (skysurfing) check (DC 20) to avoid the mess and carry on the race.
29-39	He's Coming Right at Me!	Your lead on one of your rivals sends him over the edge and he begins to try to knock you from your board and out of the race for good. Conduct a single round of melee combat against an opponent with a base attack bonus of +7 (1d3, unarmed).
40-44	Faulty Power Converter	Your board gives a cough and a splutter before finally coming to a dead hover. Your power converter is on the blink and needs depolarising. You must make a Technical check (DC 25) before you can continue in the race. For every second you are out of the race your opponents gain more of an edge on you.
45-60	Turbulence	Your board gets caught in the wake of another competitor or crosswind and you are thrown off balance. You must make a Balance check (DC 20) and a Craze (skysurfing) check (DC 20) to remain upright.
61-72	Jet Stream	You manage to find a thermal wake of warm air that pushes your board on faster and gives you an extra edge over your competitors. If you are trailing you move forward one place; if you are leading you gain a +4 bonus to your next Craze (skysurfing) check.
73-88	Bunyip	As you power your board around the course you have attracted the attention of a Bunyip, a mutant creature that lives in The Blue of Oz. The Bunyip are attracted to fast-moving objects and will sometimes chase powerboarders on their powerful legs. Capable of leaping great heights, the Bunyip is not malicious, simply inquisitive. A surfer who has attracted the attention of a Bunyip will find the extra weight slows them down, resulting in a -4 penalty to all Craze (skysurfing) checks as long as the Bunyip is attached. Roll 1d10 each round for the Bunyip. On a roll of 1-7, the Bunyip has grown bored and leaps off of the board, negating the -4 penalty. On a roll of 8-10, the Bunyip is quite happy where it is and no amount of prodding, kicking or yelling is going to shift it just yet.
89-98	Sandstorm	A mighty sandstorm blows in from The Radback and makes visibility practically non-existant. All competitors suffer a -4 penalty to their Craze (skysurfing) checks while the storm lasts. Roll 1d10 each round, on a roll of 8-10 the storm dissipates.
99-00	Shortcut	You spy a gap ahead and push your board to its limits as you widen the gap between you and the pack. You gain the lead over the rest of the competitors, gaining a +8 bonus to your next Craze (skysurfing) check.

stands proudly clutching a handbag in one hand and her beloved gladioli in the other. Competitors are to circle Dame Edna, starting at the left leg and slowly rising up the 1,500 ft. statue – through the gigantic flowers, round the body, through the hoop of the bag, a power climb up to the head and through the huge horn-rimmed spectacles. It is a straightforward climb up to the top of the statue but there are hidden turns and bends that throw off even the most experienced surfer, with the flowers being one of the most difficult sections to navigate. Tri-D cameras and sat-bots are located throughout the statue's length and cover the section for the viewing public. Many find this the most fun section of the event, and it is here where some of the more blasé competitors will showboat their skills as they emerge through the huge spectacles, often pulling off their signature moves.

Rounding Dame Edna

Section	Effects
One	Competitors must make a simple Craze (skysurfing) check (DC 15) to navigate the leg section of the statue.
Two	The competitors must make a successful Craze (skysurfing) check (DC 20) to powerclimb and traverse this segment of the statue.
Three	The strangest segment of the supersurf, competitors must zip between the gigantic flowers of the statue, soaring through the leaves and petals before they can move on to the next segment. Competitors must make four successful Craze (skysurfing) checks to navigate this section, as determined on the following table. D20 Roll 01-06 07-11 12-18 19-20 DC of check 15 20 25 30
Four	Competitors must make a Craze (skysurfing) check (DC 25) to get through the tight twists of the handbag.
Five	Competitors must make three successful Craze (skysurfing) checks (DC 15, DC 20 and DC 15) to navigate the final obstacle of this section. Competitors may wish to attempt their signature move on leaving the obstacle (represented by the final check DC increasing to 30).

Section Three: Harry Bishop Underpass

By the time the competitors have reached this segment of the race they are almost ready to leave the confines of the city and head for the open wilderness of The Blue and Palm Valley. One final obstacle remains in their way, the Harold Bishop Underpass. The Harry, as the citizens of Oz know it, is a vast freeway of traffic that, like many other Mega-Cities around the world, flows freely and constantly 24 hours a day, every day. Traffic is heavier than anywhere else in Oz, and it is through here that the contestants must traverse the two foot high gap between the ceiling and traffic below for some two miles, before zooming out over the city wall into The Blue.

Shooting the Harry is never an easy task and it is made all the more difficult as the competitors are flying into the flow of traffic with very little room for manoeuvring. Some of the most spectacular crashes in Supersurf take place inside the Harry and many who enter do not make it to the other side in one piece. To traverse the Harry Bishop Underpass, a character must make a series of Craze (skysurfing) checks, or find themselves in grave difficulty. Competitors who wish to miss the underpass can fly overhead and follow the safe way to the city wall but this will add almost 10 minutes to their time and is not considered sporting. It also makes for very bad Tri-D viewing and, in fact, the only competitor to have ever opted for the safe route, Philippe de Point from Euro-City, was disqualified later by judges for bringing the sport into disrepute.

Harry Bishop Underpass

Terrain	Effect
Oncoming Traffic	Competitors must make six successful Craze (skysurfing) checks (DC 15, DC 20, DC 15, DC 25, DC 25 and DC 25 respectively) in order to navigate the confined spaces of the underpass.

Section Four: Palm Valley Gorge

The finish line of Supersurf is almost in sight now and the only real obstacle remaining is Palm Valley Gorge. The terrible winds in this area mean that it is in a constant state of flux and changes almost daily, with rock outcrops being stripped down bare and new ones appearing in their place. Sheer drops and sharp inclines make this a true test of skill for the Supersurf competitor, and each has their own way of handling the most dangerous segment of the final race. Wealth and fame are but a few miles away. Characters must make 10 separate rolls on the Palm Valley Gorge random terrain table below and take into effect the terrain generated.

Palm Valley Gorge: Random Terrain Table

D% Roll	Terrain	Effects
01-09	45° Incline	Craze (skysurfing) check (DC 15) to avoid crashing
10-19	90° Sharp Incline	Craze (skysurfing) check (DC 25) to powerclimb and avoid crashing
20-29	Sudden Outcrop	Craze (skysurfing) check (DC 20) or suffer 1d8 points of damage
30-39	Dead End	Craze (skysurfing) check (DC 25) to avoid crashing
40-58	Random Event	Roll again on the random event table
59-63	Sheer Drop	Craze (skysurfing) check at -4 to powerdive and avoid crashing
64-72	Jagged Outcrop	Craze (skysurfing) check (DC 25) or suffer 1d12+2 points of damage
73-88	75° Incline with Bend	Craze (skysurfing) check (DC 30) to avoid crashing
89-95	Chicane	Three Craze (skysurfing) checks (DC 20, DC 25 and DC 20) to avoid crashing
96-99	Clear Sailing	No Craze (skysurfing) check required
00	Wind of Fate	Roll twice on this table

Once the character is out of the gorge it is a short distance to the finish line and victory. The winner receives the purse of 200,000 credits plus they may get sponsorship deals or Tri-D movie rights. The second place surfer will gain 100,000 credits and most likely a sponsorship deal and the final runner-up, who came in third, will receive 75,000 credits. A big party will take place as the winners celebrate and the losers vow they will win next time. Supersurf is over for yet another year, but it is only a just over two months before the season starts all over again.

New Feats

Avoid Collision (Skysurfer)

When you are flying on a powerboard at speeds of more than 200 miles per hour, the very last thing you want to do is hit something or someone. Sure you have your billycord to keep you more or less close to the board but that is not worth a cred if you hit a wall at 200 mph! The championship skysurfer has learned long and hard that the only sure way not to end up as Block pizza or wiping out into someone else's board is not to be there in the first place.

Prerequisites: Craze (skysurfing) 10 ranks, Lightning Reflexes.

Benefit: Using twists of the body at the last possible second, a talented surfer can make their board hop over another skysurfer, twist round that jutting ledge or totally avoid that oncoming Mo-pad. You may make a Reflex save at DC 20 to avoid wiping out on an obstacle, be it human, vehicle or terrain. The skysurfer must be able to see the obstacle they are attempting to avoid.

Improved Power Roll (Skysurfer)

There are many obstacles dotted around a huge sprawling metropolis such as Mega-City One and most can be extremely hazardous to any would-be surfer. By learning to tuck their bodies into the board tight and using their momentum, a skilled skysurfer can cause a board to turn tightly, spin or go into a barrel roll. This can be useful when trying to navigate tight bends, sudden inclines, or even a gap that is far to small for a surfer to fly through stood up. It takes great skill and patience to master a power roll, and not many can pull it off to the same degree as such legends as Jug Mackenzie, Yogi Yakamoto and perhaps the most famous of Mega-City Ones sons – Marlon 'Chopper' Shakespeare.

Prerequisites: Craze (skysurfing) 15 ranks.

Benefit: If you fail a Craze (skysurfing) check made to avoid an obstacle, you can immediately make a second check at a DC of (10 + the original DC) to overcome the obstacle. If the check is successful you suffer no ill effects due to the obstacle. If the second check fails this feat has no additional effect. Only one retry may be made per obstacle.

Sense Aim (Skysurfer)

After years of hard work trying to avoid the judges and surf where they feel like, many surfers begin to develop an almost sixth sense like ability that often warns them when someone is about to take a pot shot at them. This can be very advantageous when you are often being pursued by judges who want to blow you off your flying plank and lock you away for good. A skysurfer who has this talent can normally gauge when someone has a bead on them with a weapon and will be able to move out of the way just in time to avoid being shot.

Prerequisite: Base attack bonus +9 or higher, Craze (skysurfing) 10 ranks.

This feat works in all ways as the Sixth Sense feat listed in the *Judge Dredd Rulebook*.

Sense Obstacle (Skysurfer)

The surfer has learned the hard way that it is often wise to duck when flying through the air on a powerboard and has gained an almost extra-sensory ability to duck or go prone at the right moment.

Prerequisites: Blind-Fight, Craze (skysurfing) 10 ranks, Lightning Reflexes, Wis 12+.

Benefit: A character with this feat may add a +4 circumstance bonus to Craze (skysurfing) checks made to navigate obstacles they cannot see.

Sponsorship (Skysurfer)

The surfer is a sure fire hit with the juves and almost every company is trying to sign them to its books. A surfer who is sponsored will receive only the very best in equipment, clothing and travel and will be waited upon hand and foot.

Prerequisites: Character level 6+, Craze (skysurfing) 10 ranks, Leadership.

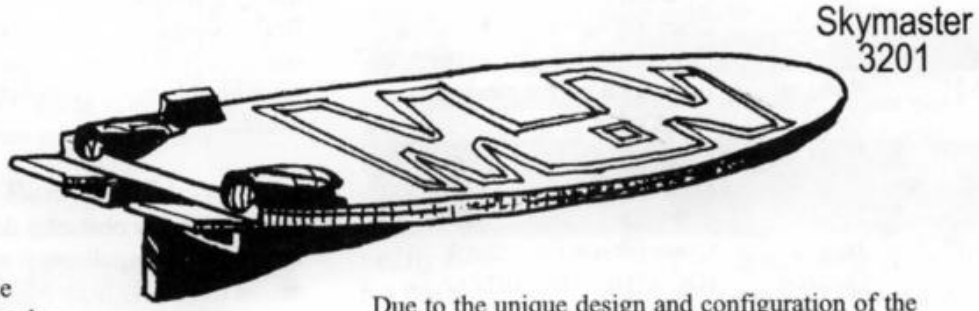
Benefit: Any character who gains a sponsorship deal will gain credits per year equal to 1,000 cr. multiplied by their character level, in addition to any winnings from competitions they enter and can choose any equipment from their sponsoring company for free. If, however, the character is seen using equipment from a non-sponsoring company, they run the risk of losing their sponsorship (Games Masters discretion).

New Powerboards

Power Board, McNeil Skymaster 3201

Size: Small; **Defence Value:** 12; **Damage Reduction:** 4; **Hit Points:** 4; **Speed:** 225 (fly), Craze (skysurfing); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb.; **Weight:** 12 lb.

McNeil Industries has been making high quality powerboarding equipment for more than two decades and is field leader when it comes to precision equipment. Its latest offering is the Skymaster 3201, superseding the 3200 and coming fully equipped with a secondary thruster array to give extra speed when needed. This new board is in high demand with professionals and McNeil is hoping for the winner of this year's Supersurf to be riding its latest board. The Skymaster 3201 costs 14,000 credits.

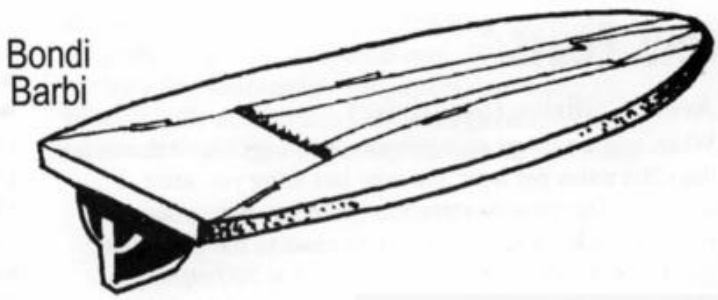


Due to the unique design and configuration of the Skymaster 3201, the board can utilise its secondary thrusters as a turbo boost, increasing its speed by a further 40 mph for short bursts. As a free action the player may use the secondary thrusters to gain an added increase in speed over a rival/ pursuer. This may only be used once per round and requires a Craze (skysurfing) check (DC 20) to activate.

Power Board, O'Connell Enterprises Bondi Barbie

Size: Small; **Defence Value:** 12; **Damage Reduction:** 7; **Hit Points:** 8; **Speed:** 275 (fly), Craze (skysurfing); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb.; **Weight:** 15 lb.

The Bondi Barbie is one of the fastest and heaviest boards around. Sturdily built and able to withstand



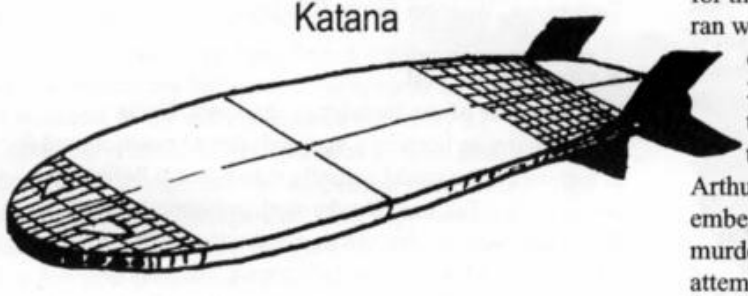
almost any knocks the rider may throw it through, it is well worth the 15,000-credit price tag. The Bondi Barbie is excellent over short distances but lacks the staying power needed for endurance surfing.

Power Board, Hensi Co Katana

Size: Small; **Defence Value:** 12; **Damage Reduction:** 3; **Hit Points:** 4; **Speed:** 260 (fly), Craze (skysurfing); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb.; **Weight:** 11 lb.

The Hensi Co Katana is fast and sleek and follows in the same tradition as its predecessor, the Yakamoto 3000z. Fast and manoeuvrable, this board sacrifices armour for speed and relies on its Krapasaki gravitic stabilising fins to put it apart from the field. The Hensi Co Katana costs 11,000 credits.

Katana



Surfers of note

Guntz Holtz

Guntz Holtz is one of the oldest surfers on the championship circuit. At 33 years old, this veteran of nine Supersurfs is rumoured to be on the verge of retirement. Hailing from the Ruhr Conurb, Holtz has placed third in the past three Supersurfs despite his age, but has yet to win the event outright. A tall, imposing man with gaunt features and pure white hair, Holtz is quiet and rarely speaks, even to his fellow competitors, preferring to reserve his attentions for the upcoming events. His signature move has become almost legendary and is emulated by millions of surfers around the world who try to pull of the almost impossible Near-Sided Fakie 900 to Off-Sided Fakie 900. Guntz Holtz is currently sponsored by Ruhr Energie Funktionen, Goring TelecKommunikationen and Stigcorps.

Guntz Holtz

Citizen 8/Supersurf Champion 5; **HD** 8d6+5d8+39; **hp** 87; **Init** +8 (+4 Dex, +4 Improved Initiative); **Spd** 30 ft.; **DV** 23; **Attack** +9/+4 base melee, +13/+8 base ranged; **SV** Fort +6, Ref +13, Will +7; **Abilities** Str 10, Dex 19, Con 16, Int 16, Wis 13, Cha 10.

Skills and feats: Balance +10, Bluff +2, Climb +5, Computer Use +5, Concentration +10, Craze (skysurfing) +14, Drive +5, Jump +7, Knowledge (skysurfing) +9, Knowledge (Ruhr Conurb) +9, Listen +6, Medical +9, Ride +9, Search +3, Spot +14, Streetwise +14, Swim +2, Technical +5, Tumble +5; Avoid Collision, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (craze – skysurfing), Sponsorship.

Flip 'The 'Ammer' Fowler

Flip Fowler would more than likely be dead or rotting away inside a cube if not for powerboarding and his love for the sport. Flip's elder brothers Arthur and Joss both ran with the Albert Dock Bad Boys and terrorised most of central Brit-Cit with their crime wave back in 2100. Joss was shot dead by judges when he tried to heist a shipment of diamonds being moved by the security-robo company Collection Five, and Arthur was sent down for a long stretch for embezzlement, racketeering, numbers running and murder. Arthur was later killed during a failed break out attempt leaving Flip the only surviving child in the Fowler family. His down-trodden mother was certain her youngest child would go the same way as his brothers and, in a desperate attempt to keep him on the straight and narrow, bought him a powerboard when he was four.

Despite pressure from his peers to run with the Bad Boys, Flip stayed on the straight and narrow, studied hard at juve school and practised every single moment he could on his powerboard. Now Flip is one of the most well known surfers in the world, a multimillionaire and adored by millions the world over. His past is often dragged up by the gutter sheets in Brit-Cit but he never talks about it. Instead, he encourages other juves to stay out of trouble, leading some to believe that Flip is actually working for the Brit-Cit Justice Department as a puppet. He gained his nickname of 'The 'Ammer' during the 2118 Henley Regatta, for his somewhat blunt approach to the course. Skyline commentator Mickey Mavis said of him during the race 'He (Flip) could split the atom with a hammer he pushes that board so hard' and the nickname stuck. Flip has many trophies to his name and is the current holder of the Supersurf champion title. Flip is currently sponsored by McNeil Industries, Skyline News and Hensi Co.

There is some truth in the rumours that Flip (real name Phillip) is working for the Brit-Cit Justice Department but, rather than a puppet, Flip is actually an undercover judge working the Supersurf Circuit with the aims of gaining inside information on the hosting countries, allies and enemies alike. His entire background is nothing more than a ruse and he is in deep covert status, currently gaining information on Hensi Co.

Flip 'The 'Ammer' Fowler
Street Judge 15/Wally Squad 4; **HD** 15d12+4d8+19; **hp** 119; **Init** +7 (+3 Dex, +4 Improved Initiative); **Spd** 30 ft.; **DV** 22; **Attack** +20/+15/+10 base melee, +21/+16/+11 base ranged; **SV** Fort +10, Ref +12, Will +12; **Abilities** Str 14, Dex 16, Con 13, Int 16, Wis 16, Cha 15.

Skills and feats: Balance +10, Bluff +2, Climb +5, Computer Use +5, Concentration +10, Craze (skysurfing) +14, Drive +5, Jump +7, Knowledge (law) +13, Knowledge (Brit Cit) +11, Listen +8, Medical +5, Pilot +6, Ride +6, Search +5, Sense Motive +7, Spot +10, Streetwise +14, Swim +5, Technical +8, Tumble +9; Data Access, Drive-By Boot, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (craze – skysurfing), Skill Focus (technical), Sponsorship, Sixth Sense, Toughness, Weapon Focus (lawgiver).

Kylie O'Connell

The daughter of the founder of the sport, Kylie O'Connell was born in a very privileged position and it is rumoured she could actually ride a board before she could walk. Tall and slender with supermodel looks, Kylie has lived a lifestyle that even most ultra wealthy citizens would envy. Her father's wealth has opened many doors for this young woman, giving her a good education, the best clothing, all the fads money could buy and more recently it paid for the assassination of two of the world's ranking surfers so she could win the Supersurf championship.

Her father is fiercely proud of his 19-year-old daughter and will go to any lengths to see she gets what she wants, no matter the cost. During the Supersurf of 2120 he arranged for hitmen to take out two of the leading competitors who stood in his daughter's way of winning her second Supersurf. Kylie knows nothing of this fact or if she does she is keeping quiet about it. Now with three Supersurf titles under her belt, she is one of the highest paid surfers in the world and she is eager to win her fourth Supersurf to give her the all-time record. Kylie is sponsored by O' Connell's.

Kylie O'Connell
Citizen 12/Supersurf Champion 3; **HD** 12d6+3d8+15; **hp** 70; **Init** +8 (+4 Dex, +4 Improved Initiative); **Spd** 30ft.; **DV** 23; **Attack** +11/+6 base melee, +15/+10 base

ranged; **SV** Fort +6, Ref +13, Will +7; **Abilities** Str 10, Dex 18, Con 12, Int 10, Wis 14, Cha 18.

Prior Life: Skysurfer.

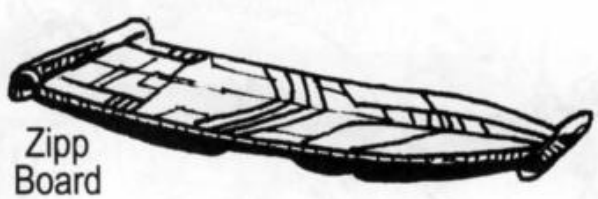
Skills and feats: Balance +10, Bluff +2, Climb +5, Computer Use +5, Concentration +10, Craze (skysurfing) +14, Drive +5, Jump +7, Knowledge (Oz) +13, Knowledge (financing) +9, Listen +8, Medical +5, Pilot +6, Ride +6, Search +5, Spot +10, Streetwise +14, Swim +5, Technical +8, Tumble +9; Avoid Collision, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (craze – skysurfing), Skill Focus (technical), Sponsorship.

New Craze: Zipp Boarding

A brand new craze is about to sweep Mega-City One thanks to O'Connell Enterprises. Already a huge hit in Brit-Cit, zipp boarding is bound to be equally big in Mega-City One. Zipp boarding is similar in many ways to powerboarding but owes its origins to the humble skateboard, a toy used in the late 20th/early 21st Centuries. This new craze features a much smaller board than skysurfers are used to and, rather than soaring high above the skies of Mega-City One, zipp boards hover just a few inches above the ground, allowing the rider to develop new tricks and skills. Extremely fast and manoeuvrable, it requires great skill to ride a zipp board.

Zipp board, O'Connell Enterprises Zipper

Size: Small; **Defence Value:** 8; **Damage Reduction:** 2; **Hit Points:** 4; **Speed:** 80 (hover), Craze (zipp-boarding); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb. **Weight:** 6 lb.; **Cost:** 3,000 cr.



Zipp Board

Campaign Ideas

Running a citizen campaign in the *Judge Dredd Roleplaying Game* can be very rewarding to both the Games Master and the players alike. Unlike a judicial campaign where the characters are bound by the law and must act within it, a citizen's campaign allows for far more freedom and gives the players more scope for adventure, profit and fun. Below are a few simple ideas for integrating skysurfing into your campaigns and one-off scenarios.

One by One

It is the run up to the start of the Supersurf calendar and some of the top competitors have met with mysterious deaths or accidents. Are the characters next, and just who is it that is taking out the field one at a time?

Supersurf or Bust

One of the characters is determined to make a name for themselves in the heady world of championship skysurfing and will go to any lengths to take part. The problem is that they cannot afford to fly out to the first meet. The characters will have to try to find a way to get the character there and hopefully cash in on their success if they win.

Coming Home

Supersurf is about to take place in Oz, but why should they get all the fun? It is high time the event came back to Mega-City One and judges be damned that is what you intend to do. The characters gather together like-minded surfers from around the city and attempt to recreate Supersurf 7, the only time the event was ever held in Mega-City One. Of course, the judges are not too keen on this idea and will do anything to stop the event.

Dredd's Comportment

To say that they are not skilled in their craft is a vast understatement, but let us not forget that many of these so-called heroes are little more than thugs on flying planks and should never be given the benefit of the doubt.

On skysurfers

Pro-Eating

Mega-City One is full of strange people with extremely strange hobbies; for every skysurfer there is a spont, for every batter there is someone who loves to wash dishes or spend their day sitting in a variety of places. None, however, are as strange as those who eat for fun. There are always those who will take things to excess and none more so than the fatties. These souls live for one thing and one thing only, their love of food.

It is not uncommon to find citizens living in Mega-City One who weigh upwards of a tonne. Following the Apocalypse War, the Justice Department banned eating to excess and most of the fatties in the city were rounded up and placed into special fat-segregation camps due to the vast shortage of food. The Justice Department imposed this ban in 2104 and it remained in place until 2107, with anyone caught breaking this ban facing the cubes. Once the food shortage was over the ban was lifted but a new craze had grown up around the fatties – Pro-Eating.

Eating had now become big business with many would-be entrepreneurs becoming promoters and having their own stables of fatties waiting to gain them fame, glory and, more importantly, lots and lots of credits. The Pro-Eating circuit is not fixed like Supersurf or other sporting events, and news of an Eat-Off, or Pig-Out as they are sometimes called, is spread via an underground network through shuggy halls, bars and clubs. Once word gets out there is going to be an Eat-Off, the spectators and gamblers turn up in their droves to cheer on their favourite fatty and maybe make a few credits on the side.

Of course, like most illegal events in Mega-City One, even attending an Eat-Off will run the spectators the risk of facing a long and lonely stretch in the cubes or, at the very least, a hefty fine. Those fatties caught taking part in any illegal eating event will find themselves in the cubes and on a diet – plenty of exercise and little food.

Speed Eating

One of the most popular events among spectators is the speed eating trials that spring up from time to time. Here, contestants will weigh in on gigantic scales, to give a reading of their initial weight, before proceeding

to eat as much as they can in a set amount of time. Once the weigh-in is over the contest itself will being. Poised above the heads of each contestant are feeding hoses, or Pig-Bags as they are commonly known, with each being automatically loaded with food. This food is then forced downward at low pressure into the slavering mouths of the already hungry fatties. Its now up to the contestant to eat down as much food as they can against the clock, with the title going to the fatty who can eat the most food in an hour. It is not unusual for some fatties to eat their body weight or more during a speed eating competition and each contestant will have their own way of working up an appetite before an event.

Appetite-inducing drugs are the order of the day for most competitions, with such delights as Tummy Rumbles and Eat-Away™ being very popular. Most of the drugs that are designed to increase the appetite of the contestants are highly dangerous with bizarre side effects, such as increased hair growth, intense headaches or mutated forms of cancer that drastically cut the already shortened life expectancy of those who take them. These drugs also have other effects on fatties such as turning them into nothing more than a human garbage grinder, and many a promoter has lost an arm or even their life when things have gone astray and the fatty has mistaken them for an easy meal.

The feeders will pipe food into the mouths of the contestants at a constant rate, each fixed to match the others, it is only the speed at which the fatty can swallow (often whole) the mixture of pies, meat, fruit, Munce and other food-stuffs that determines the winner. Some promoters will often have one or two fatties in their stables that have been surgically modified to eat faster. Extra stomachs, detachable jaws and a widened thorax are not uncommon here and, in a world where the events themselves are highly illegal, nobody seems to care.

The fatties themselves will win the praise and admiration of their peers and often build up a loyal fan base of supporters who will endeavour to make every contest the fatty attends. Most fatties will work just for the food and the inducing drugs but some will want a share of the profits taken from the contests, though these, unless world class, are likely to be dropped as being too greedy for their own good.

World Championship Eat-Off

Unlike the speed eating events that pop up every so often, the World Championship Eat-Off only takes place every two years, always at a secret location with only those who are known in the world of fatties invited to take part or spectate. The championship is split into three categories: Middle, Heavy and the all-new Ultraweight belts. Due to the increasing popularity of eating to excess among contestants, the Ultraweight category was introduced recently to take into account the more 'portly' competitor, with many now weighing in at well over a tonne.

Middle and Heavyweight belts are always up first, with many of the contestants eating up to their own body weight or more. The rules are simple – the contestants eat until they cannot eat any more, and the last fatty eating wins. A lot of credits will exchange hands as punters bet on who will out-eat who, whose stomach will burst first, and who will explode in a shower of blood and guts (this is rare but not unknown).

The Ultraweight contest is a more intense affair, with the monstrous fatties often weighing almost two tonnes or more and consuming more food during the contest than a normal family in Mega-City One could eat in a year. Contestants in this contest are normally known as Cows due to their constant chewing and grazing, though many could almost swallow a bovine whole if one were available. The Cows will begin at the same time and, like the Middle and Heavyweights before them, they will eat until they cannot eat any more. Appetite inducers are permitted at any time during the contest, urging them on to victory. With a lot of credits riding on the winner, competition is fierce and it is not unknown for more unscrupulous promoters to try to rig a contest, even while its in full swing.

Training a prize fatty

For every fatty in Mega-City One, there are hundreds of prospective trainers willing to exploit him or her and make a fortune from their greed. Trainers will often cruise around eateries, restaurants, cafes and other known fat hangouts in their sector, sitting back with a cup of synthi-caff and watching the prospective fatty from afar. Only if the fatty passes a series of tests will they even think of approaching and offering them a shot at the limelight, and even then not every fatty has what it takes to become a winner. Each trainer has their own methods but they are all very similar in nature.

A trainer approaches his prospective fatty, having first observed their eating habits, weighed up their bulk and potential for weight gain and ascertained if they have that certain thing that will set them apart from the rest of

the obese. Assuming the fatty agrees (and when offered free food most will) they will be asked to sign a contract, which will give their well-being over to the trainer, who from that moment on will provide food and accommodation for them.

The trainer will treat his new found pig with the same kind of love and affection that a proud parent will shower on a favoured child, sparing no expense on food, training and at every opportunity urging them on to greater and bigger acts of gluttony. Using their underground contacts, the trainer can gain access to a wide range of food products, some extremely rare and some highly illegal.

After a few weeks of gently grazing the fatty, the trainer will slowly begin to introduce appetite inducers and enhancers into their food. This is a very tricky process, one in a hundred fatties will have a severe reaction to the chemicals and the results can be terminal. As the inducers, such as Flab-On and Tummy Rumbles, begin to slowly change the metabolism of the fatty, their appetite will begin to increase ten-fold, allowing them to consume vast amounts of food with ease but often leaving them feeling unsated and depressed. It is only in the past few years that appetite inducers and enhancers have been allowed in competitions and there are still those fatties who swear by their own strength, never succumbing to the pressure to use such measures. These are the true champions of the sport and, as such, are often highly respected.

A number of fatties will develop an addiction to the appetite-inducing chemicals that are fed to them. It is not unknown for a fatty to actually overdose on these harmful drugs and end up eating everything around them, in some cases even the very bed on which they reside all day. It is a good trainer who can regulate the amount of exercise and inducer-to-food ratio correctly, and these are often the ones who go on to make vast fortunes with their charges.

After months of force-feeding, mouth and stomach exercises and appetite enhancers, the fatty is finally ready to take part in their first contest and hopefully bring back some cash for the trainer.

Trainers are often the very opposite of the fatties they have under their wing, small and weaselled looking, often to the point of emaciation, due to their sacrifice for their pigs. It is only when the fatties begin to bring money in for the trainers that they will take time out to eat and kick back a little. The trainer will, more often than not, owe vast sums of money to loan sharks and other underground figures who will have loaned them enough to pay for the fatties training. Even though vast sums of credits can be made in the pro-eating circuit, a large proportion of the winning fees will often go to paying off debts.

The more wins a trainer gets under his or her belt, the more fatties are drawn to them, giving the trainer more mouths to feed, but also more chances at the big time. Many trainers dream of emulating such greats as Simon 'Skinny-legs' Cooke and Charley Bruno (former manager and trainer of Abdominal Arnold Stodgman) and gaining a stable of their own. The more fatties a trainer can get into the competitions, the more cash they are likely to get back.

The most successful trainers will have dozens of fatties attached to them, gaining them much respect among the lifestyle and opening doors that would have otherwise remained shut. Some successful trainers will be invited into some of the more exclusive and secretive societies in the city, and it is not unheard of for a trainer to become a member of the Gourmet or Hunters Club.

Dredd's Comportment

Their greed for food often belays a hidden desire. Like the food they consume so hastily, so too does the desire to sate their hunger for fame and fortune often lead to crime.

On the fatty criminal

Underworld Activities

Pro-eating is highly illegal in Mega-City One, and the penalties for training a person to become a pro-eater are very harsh. If caught, the trainer is looking at spending at least 20 years in the cubes on grounds of endangering the lives of the fatties in their stables, though this is likely to increase due to possession of banned substances and equipment, such as inducers and force-feeders. Many trainers will take the easy option if cornered and will offer up information on other trainers, stables and cows to the judges in return for a lesser sentence.

The amount of cash that exchanges hands at a pro-eating contest can be in the millions and, as such, will attract the seedier elements of the underworld. Raids on eating competitions will reap many benefits for the judges –

quite often crime rings have been brought to their knees by a simple raid that yielded more than expected.

Trainers will often find themselves in dire situations with loan sharks or underworld heavies who wish to extort protection from them, leaving the trainer a nervous wreck. Consequently, the suicide rate among trainers is extremely high.

Any trainer can approach a loan shark for help financing a fatty, though those that do will often regret the fact due to the huge amounts of interest they must pay back, often leaving them with very little, if anything at all. To get a loan shark to part with credits is simple, and many events will have loan sharks, or their representatives, in attendance who are more than willing to offer help whenever they can. If a trainer agrees to take out a loan with a loan shark they will literally sign their lives over, as most loans are impossible to pay back. The contract that they are asked to sign will often have small print, almost invisible to the naked eye, that will state that the loaner will have the right to call on and use blitzer agents to redeem what is rightfully theirs.

Surgical Procedures

Many trainers will go the whole nine yards with their fatties and opt for them to undergo a series of surgical procedures to allow them to eat more, eat faster and even give them extra stomachs to digest food faster. As with all things of this nature, it is not without its risks and many of the doctors and surgeons who carry out these operations are unqualified. Death while under the knife is very common. Those who do successfully undergo surgical enhancement will reap the benefits – their eating capacity vastly improved. While there are a number of surgical procedures that can be undertaken, these are some of the most popular.

Constricting Throat

This is a rare enhancement that is extremely risky to the competitor. The lining of the throat is removed and replaced with an artificial cartilaginous membrane that acts like a pump, forcing food down into the gullet whenever it passes through. This membrane is capable of processing food at an alarming rate and will allow the fatty to swallow faster. A constricting throat is one of the few illegal enhancements in the pro-eating world and if found to have one the competitor and his trainer will be forcefully removed from the event. A fatty with this enhancement gains a +6 bonus to all Craze (eating) checks during a speed eating contest. However, each time a fatty uses this enhancement, roll 1d10. On a result of 1-9 nothing untoward happens. On a roll of 10, the fatties throat seals and he must make an immediate Fortitude save with a -4 penalty (DC 20) or choke to death.

Detachable Jaw

Another common surgical enhancement is to remove the fatties' jaw and replace it with a detachable one. By pulling their lower jaw forward, the fatty gains the ability to detach the jawbone from its anchor, allowing food to pass through the mouth at a faster rate. Swallowing items such as pies and whole chickens without the need to chew is common, a bizarre sight to witness and not for the faint of heart. A fatty with this enhancement gains a +4 bonus to all Craze (eating) checks.

Extra Stomach

By adding an extra stomach, or stomachs in some cases, the fatty can store much more food and digest it faster, giving them an extra edge over their competitors. Extra stomachs are one of the most common forms of surgical enhancement especially among Ultraweight competitors, with some of the more portly fatties having up to four extra stomachs. Each extra stomach successfully installed gives the fatty a +4 bonus to their Craze (eating) checks.

Removed Taste Buds

Fatties eat like garbage grinders and, as such, can often down great amounts of food with little effort. Some fatties, however, find the taste of certain foods will clash and cause them to slow down when eating. By removing the taste buds from the tongue and roof of the mouth, the fatty is no longer tied down by the taste of food and can eat almost anything, even inedible items. This enhancement grants a fatty a +2 bonus on all Craze (eating) checks.

Item	Black Market Cost	Weight
Constricting Throat	30,000 cr.	—
Detachable Jaw	12,000 cr.	—
Extra Stomach	20,000 cr.	9 lb.
Removed Taste Buds	5,000 cr.	—

Appetite Enhancers and Inducers

At one point illegal in competition but now widely used by competitors, appetite enhancers and inducers come in a wide range of styles, shapes and sizes. Many take the form of liquids that are dropped directly into the food of the competitor, though some are powders or pills that the competitors must digest.

Eat-Away™

The only legal appetite enhancer available on the market, Eat-Away™ is a welfare department issued food supplement for victims of disasters, used to take the place of food proteins and enzymes during times of crisis. A single supplement of Eat-Away™ contains enough balanced vitamins, minerals and proteins to sustain an average human adult for 24 hours. Eat-Away™ is the weapon of choice for trainers who wish to start their fatties off slow, as it builds up bulk without ruining their appetite and it is entirely legal. However, if a trainer is found in possession of Eat-Away™ with the intent to feed it to a pro-eater, that trainer will be liable to a stay in the cubes for five to nine years. A character consuming Eat-Away ™ will gain 4d10 x their Constitution modifier pounds per week of continual use.

Flab-ON

A product originally marketed by Sump Industries as Flabbon but withdrawn shortly after its launch in accordance with Justice Department order 2301/XzX, Flab-ON was designed to make the thin elite of the city that much larger than life. Although banned, the formula long since passed into the hands of industrious chemists who now market it underground via a wide variety of criminal organisations. A character using Flab-ON will gain 1d20 x their Constitution modifier pounds per week of continual use. Known to cause cancer and hair loss, the penalty for possession of Flab-ON is a stay in the cubes for a period of two to five years.

Gutso

An appetite inducer that can turn a 60-lb. weakling into a ravening beast, Gutso attacks the chemicals in the hypothalamus (the part of the brain that controls hunger). Neurons are fired constantly, giving the user an insatiable hunger for food. The more a fatty is given Gutso the more they wish to eat, caring little what exactly they consume, allowing them to devour more food than any normal person. The overuse of this chemical can result in permanent blindness (91.75% chance after 1d6 x Constitution applications) and, in many cases, death (88% chance after 1d20 x Constitution applications). This is administered via an intravenous injection made at the base of the neck. Gutso is highly addictive, and anyone consuming it must make a Fortitude save (DC 20 + number of consecutive doses consumed) to resist the addiction. Given this, possession of Gutso is liable to wind a perp in the cubes for ten-15 years. Gutso grants the fatty a +4 bonus on all Craze (eating) checks for a period of 24 hours after consumption.

Tummy Rumbles

Long the favourite of many a trainer, Tummy Rumbles is very expensive but worth its weight in guts. Unlike Gutso, which stimulates the hypothalamus, Tummy Rumbles actually turns off the chemical signals that the body uses to destroy fat. Turning off these signals means the body absorbs all the fat taken in and will find it difficult to counter it. As a result, the fatty will gain weight very quickly but will suffer from extra strain on their heart. Overuse of Tummy Rumbles can be fatal, as the fatty tissue around the heart builds up to such a level that it can no longer pump oxygen around the body. Possession of Tummy Rumbles is liable to get a trainer sent to the cubes for life. The use of Tummy Rumbles grants the fatty a +6 bonus to all Craze (eating) checks for a period of 24 hours after the dose is consumed.

Item	Black Market Cost
Eat-Away™	400 cr. per week (7 doses)*
Flab-ON	200 cr. per week (7 doses)
Gutso	1,200 cr. per dose
Tummy Rumbles	2,000 cr. per dose

*Possession of Eat-Away™ is legal if the citizen can prove that it was a) issued to them by the Welfare Department and b) not obtained under false pretences. The Welfare Department keeps extensive records of all citizens it issues Eat-Away™ to for this very purpose. Legal Eat-Away™ will cost 150 cr. per week.

Equipment

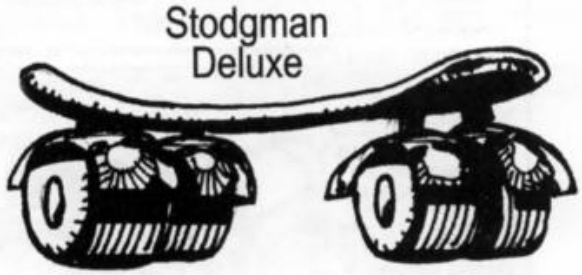
Fatties need to have extra special equipment due to their immense bulk and sheer size. Many fatties will weigh well over a tonne and their girth is almost as wide as their height. Most fatties buy their clothing from specialist 'flab-fashion' retailers found in malls and plazas all over Mega-City One, but there are some whose sheer volume means they need that little bit extra.

Belliwheel, Scuffle Master

The next step up from the basic belliwheel is the Scuffle Master. Designed to take the weight of a more wholesome figure and yet retain the same degree of speed and movement that is offered by models for those of a slighter weight, the Scuffle Master has built-in manning compensators for even weight distribution.

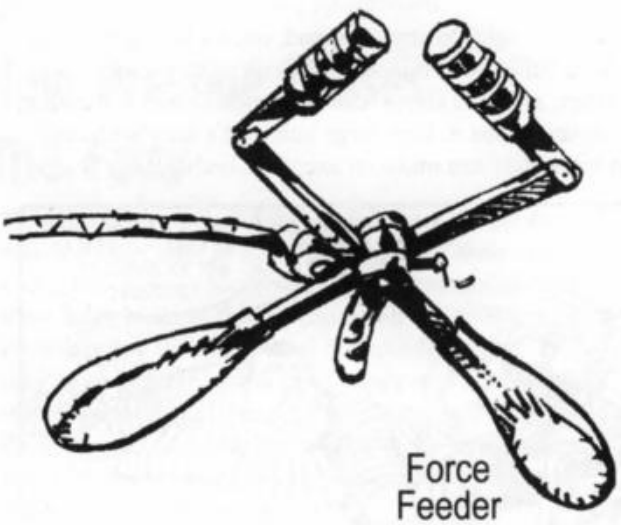
Belliwheel, Stodgman Deluxe

The mobility choice of the more portly and larger-framed citizen is the Stodgman Deluxe. Named after famous fatty and pro-eater Abdominal Arnie Stodgman, the first fatty to eat the magic tonne, the Stodgman Deluxe is a luxury belliwheel designed to take the weight of even the largest fatty and give them extra mobility. It is constructed of industry-grade plasti-steel that can bear a tensile strength of over two tonnes and still stay intact. The heavy-duty Dunrail tyre is double lined for added stability and it comes complete with directional indicators and geo-stabilising brake systems, to stop even the largest runaway fatty.



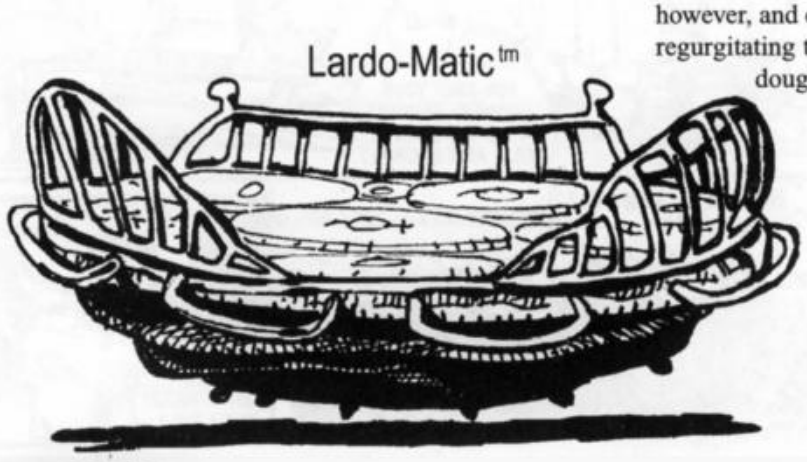
Force-Feeder

Sometimes even the hungriest fatty can have problems eating, and there is a wide range of force-feeders available on the black market to help with just such an occurrence. Consisting of a pair of very large scissor-like blades, the force-feeder acts as a spreader, forcing the mouth as wide as possible and often dislocating the lower jaw in the process. The feeder section is pushed as far into the oesophagus as possible and a large hose on the end of the device will then allow attachment to a pig-bag or other feeder.



Lardo-Matic™ Belly Platform

Some citizens in Mega-City One are so huge they cannot move without the aid of a motorised platform. Even the strongest belliwheel is of little use when the fatty behind it is just too big to move under his or her own steam. Enter McNeil Industries and its revolutionary Lardo-Matic™. McNeil is more famous for its sporting ranges and powerboards than anything else but the venture into the world of flab-fashion was a wise move and it now controls a big sector of that market. Looking like a large flatbed, the Lardo-Matic™ contains a powerful anti gravity unit that allows the entire machine to rise up to 12 inches from any flat surface and take a weight of up to three metric tonnes. Designed for use in heavy industry but now common with the very obese citizens of the Mega-Cities, the Lardo-Matic™ is an expensive luxury that most cows require to get about.

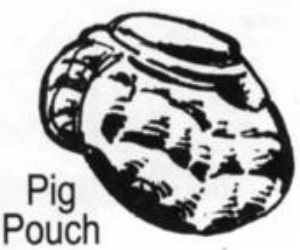


Pig-Bag

Used to force-feed food into the upturned mouth of a fatty, the pig-bag will slowly release food at a constant pressure with a series of pumps and air valves to direct it downwards. The speed can be regulated from a slow trickle to a full on guzzle but it is dependant on the fatty who is eating as to the speed it will maintain. Built-in safety features will cut in if the speed gets too fast for the fatty to handle but many trainers remove these, preferring to take the risks instead.

Pig Pouch

To many criminal elements in Mega-City One, the idea of having a fatty as a delivery boy is too good to pass over and most mobs and criminal organisations have many fatty 'doughboys' in their employ. It is not just a case of getting the doughboy to swallow the goods, however, and only those who can master the art of regurgitating the contents of their stomach make good doughboys. Also, the acids in the stomach can damage even the most hardy of



materials given enough time and, as such, they need to be protected. Pig pouches are specially treated polymer bags that can withstand even the harshest acid for months on end. Any item placed inside a pig pouch is safe to be carried around inside the fatty's stomach for 2d20x4 days. Pig pouches come in a wide variety of shapes, sizes and flavours to entice the doughboy's appetite.

Fatties as Characters

There may be those players who wish to play as a fatty character in the *Judge Dredd Roleplaying Game* and this is quite simple to arrange. However, it must be noted that fatties are slow and cumbersome and may not be the best choice if you are planning on a bank heist or anything requiring you to move quickly. That said, fatties can add extra weight and muscle (literally in the case of weight) to any gang and, once a fatty gets going with a belliwheel, it is very difficult to stop them. Fatties, as stated above, can be a good choice for blitzers or couriers due to their large bulk and a fatty with ranks in Intimidate can make an excellent bodyguard. Due to

Item	Cost	Black Market Cost	Weight
Belliwheel, Shuffle Master	2,500 cr.	—	250 lb.
Belliwheel, Stodgman Deluxe	3,000 cr.	—	400 lb.
Force-Feeder	—	500 cr.	20 lb.
Lardo-Matic™ Belly Platform	9,000 cr.	—	750 lb.
Pig-Bag	—	1,000 cr.	200 lb.
Pig Pouch	—	100 cr.	1 lb.

their immense size, however, there are certain things a fatty cannot even dream of doing. Fatties cannot take advantage of the following prior lives, skills, feats and equipment from the *Judge Dredd Rulebook*, losing any benefit previously gained. In addition, fatties can never be judges.

Prior Life: Batter, jetball player, skysurfer.
Skills: Climb, Craze (batgliding, Boinging®, jetpacking, jet sticking, skysurfing), Jump, Ride.
Feats: Bike Leap, Bike Wheelie, Mobility, Run.
Equipment: Batglider, Boing®, energy shield, exo-suit, grappling hook, para-glider, powerboard.

New Prestige Classes

The Fatty

Those of this prestige class are dedicated to one thing and one thing only in life – the pursuit of their next meal. Fatties are a breed apart from mere mortals and these huge hulking figures can be all but unstoppable once they spy their next meal or some free food. They may be obese but there is no shortage of work for a fatty if they are willing to bend, or break, the law. Those who do not participate in eating competitions will, more than likely, end up working as hired muscle for mobsters or doormen at exclusive nightclubs.

Hit Die: d12.

Requirements

To qualify to become a fatty a citizen must fulfil all the following criteria.

Ability: Constitution 15+.
Skills: Bluff 2 ranks, Craze (eating) 10 ranks, Knowledge (food) 3 ranks.
Feats: Great Fortitude, Toughness.
Special: A citizen must weigh at least 400 pounds to take this prestige class.

Class Skills

The fatties class skills (and the key ability for each skill) are Concentration (Con), Craze (eating) (Con), Intimidate (Cha), Medical (Wis) and Streetwise (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the fatty prestige class.

Amazing Constitution: Beginning at 1st level, a fatty gains a +2 inherent bonus to Constitution to represent their increased resiliency and ability to 'chow down'. This bonus increases by +2 for every other level the fatty attains (+4 at 3rd level, +6 at 5th level).

Large: All fatty characters are considered to be Large creatures, incurring a -1 penalty to attack rolls, DV and Hide checks.

Swallow Whole: To a fatty, the ability to down food without pausing for breath is a godsend, giving them precious seconds over their opponents. You have trained yourself to be able to swallow without the need to chew, granting you an even greater advantage over your peers. A fatty with this ability can swallow whole anything of up to Medium-size with a successful Craze (eating) check. The Difficulty Class of this check is 15, plus five for each size category of the object above Fine. Additionally, this ability grants the fatty a +10 bonus to all Craze (eating) checks made during an Eat-Off.

Belliwheel Charge: Fatties are not the fastest of people around and even eldsters can normally out-run or out-manoeuvre them with comparative ease. However, a fatty with a belliwheel is no laughing matter! Fatties who are equipped with a belliwheel move at a speed of 30 ft., however, by making a Concentration check (DC 20) the fatty can increase their speed to 45 ft. as long as they only move in a straight line. A fatty making a belliwheel charge will find it difficult to stop and must make a Dex check (DC 25) in order to slow down their girth. If the fatty fails this check, they will be unable to

The Fatty

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Amazing Constitution, Large, Swallow Whole
2	+1	+3	+0	+0	Belliwheel Charge
3	+2	+3	+1	+1	Amazing Constitution, Iron Discipline
4	+3	+4	+1	+1	Regurgitate
5	+3	+4	+1	+1	Amazing Constitution

stop until their own momentum slows them down. In addition, should the fatty suffer a critical failure, they will find themselves falling down and taking 1d10 points of damage. Fatties making a belliwheel charge can trample those before them for 2d10 points of damage +1 point for every 100 pounds the fatty weighs.

Iron Discipline: It takes more than just weight to make a good fatty. By the time they have reached 3rd level, the fatty has long since learned the value of self-control and ridged determination. The fatty gains the Iron Will feat.

Regurgitate: The fatty has mastered the art of emptying the contents of their stomach(s) at will, making them an ideal choice for highly discrete couriers, or 'doughboys', for illicit businesses. A fatty with this ability can successfully regurgitate the contents of their stomach (or stomachs if they have more than one) with a Craze (eating) check. The Difficulty Class of this check is equal to that required to swallow the item (see the Swallow Whole ability) plus five. Should this check fail, the fatty must make an immediate Fortitude save (DC 20) or choke to death as the object lodges itself in his throat. The fatty can continue making checks to regurgitate the item until he is either successful or fails the Fortitude save and chokes to death. Of course, the package's recipients may not be patient enough to wait and usually carry a selection of sharp implements 'just in case'.

The Trainer

Some men grow rich on the backs of others, standing on the shoulders of the mighty to gain what they desire most in life, others just leech off others, gaining wealth and power by cunning and deception – then there are the trainers. A trainer will spend his entire waking day thinking of get rich scams and schemes, and is always searching for that elusive pot of gold over a rainbow that never rises. Trainers are good at exploiting others and, as such, they can often convince weak-willed citizens to join them and work for a better future together. A trainer will go to any length to ensure his prize pig will make big bucks for him, and will often treat them in the same way one would a beloved pet. Lowest of the low, the trainers would be nothing without their fatties and, perhaps, the reverse is also true.

Hit Die: d6.

Requirements

To qualify to become a trainer, a citizen must fulfil all the following criteria.

Ability: Charisma 15+.
Skills: Bluff 5 ranks, Knowledge (sector) 5 ranks, Streetwise 10 ranks.
Feats: Leadership, Skill Focus (streetwise).

Class Skills

A trainers class skills (and the key ability for each skill) are Bluff (Cha), Medical (Wis), Profession (trainer) (Wis), Sense Motive (Wis) and Streetwise (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the trainer prestige class.

Contacts: Beginning at 1st level, the trainer has his fingers in every pie in the city and knows just where and when flab-meets, championships and Eat-Offs are going to take place. He knows all the major players in town and will find himself slowly gaining the trust and respect of his peers. The trainer can use his contacts to find out information on other fatties or trainers, the location of the next Eat-Off or any pigs that may be in need of a trainer. The trainer must make a Streetwise check (DC 15) for basic information of this sort but need not spend any credits.

Stable: Word of mouth rumours often draw fatties to the trainer as if he where a free Munceburger with fries and, as such, many trainers will find they have more than one pig in their stables before too long. A trainer may have one fatty in their stable per class level, and each fatty will generate 2d20 x 100 credits per week in various deals, such as advertising, doughboy rental, bodyguards, etc.

Inspiration: Driving others onto greatness while you remain in the shadows is the greatest talent of a trainer. Taking an unknown pig and turning them into the next Arnold Stodgman is not easy, requiring the trainer to coax and nurture their fatties in just the right way. By sheer willpower alone, the trainer seems to give of themselves to their fatties. Beginning at 3rd level, all fatties in the trainer's stable gain a +2 bonus on all Craze (eating) checks.

Bonus Feat: At 4th level a trainer may select a bonus feat from the following list: Alertness, Dodge, Fool Birdie, Improved Resist Arrest, Iron Will, Luck of Grud, Resist Arrest or Run. A trainer must still meet all prerequisites for a feat before they can select it. See the *Judge Dredd Rulebook* for details of these feats and their prerequisites.

Influence: At 5th level, trainers will also gain a small amount of influence over others within the world of pro-eating, including other trainers. Some just ride along and never really push themselves to their limit, but a few manage to milk their talent for every credit they can. Smart trainers will strike deals with companies for advertising space on their fatties, or will hire out fatties to earn extra credits on the side. These trainers are destined for the fast track to stardom and will find that just by turning up at an event other trainers will often give them respect. A trainer can use his influence once per session to reroll a single die roll in a non-combat situation.

Dredd's Comportment

Do not be fooled by their sheer size. Slow as they may appear, a fat citizen is still just a citizen and, as such, a potential perp.

On underestimating the overweight

The Trainer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	Contacts
2	+1	+0	+0	+0	Stable
3	+2	+1	+1	+1	Inspiration
4	+3	+1	+1	+1	Bonus Feat
5	+3	+1	+1	+1	Influence

Batgliding

The vast majority of crazes in Mega-City One are for the predominantly young – youthful sports and pastimes that often involve danger or a sudden rush of adrenaline. There is, however, a pastime that is more sedate and relaxed yet none-the-less as exciting as careering around on a Pin-Boing™ table encased in a bubble. Considered by many a pastime for the older generation, batgliding is one of the most popular forms of entertainment for crocks and eldsters, and there are batgliding clubs located throughout the city.

There is no pro-circuit or championship in batgliding, far from it in fact. Any batter worth his salt will shun such treatment of his favourite hobby. To the batter it is more than just a hobby, sport or frivolous pastime, it is an art form.

It is true that it takes a great deal of skill to don the skin-tight outfit and strap the wings on your shoulders, then throw yourself off a block and let your own talent and prowess keep you aloft on thermals thrown out by the city-blocks themselves. One wrong move and you will end up nothing more than a red stain on city bottom or become impaled on a communications vein. Though it is seen as a pastime for the old, there is no doubting that those who do partake are fit and healthy with a passion for life.

Batting, like most sports, began accidentally. The story goes that Rufus T. Rufus, a wealthy man and retired stockbroker who had managed to work for the majority of his life (no easy feat in Mega-City One), was awaiting the hover-limo to come and take him to a fancy dress charity party. A sudden gust of wind blew in from the Cursed Earth and caught the costume he was wearing, forcing him over the edge of the penthouse balcony to certain doom. Rufus threw out his arms in panic and the wind became caught under the wings of his bat-like costume, allowing him to glide safely down to the plaza of his block. Rufus had hit upon the craze of the decade and, using his wealth and influence, he bought the company that manufactured the costume he had worn and began to distribute them to his friends.

The craze soon spread and, with Mega-City being what it is, it was not very long before the skies of the city where filled with would-be batters learning the hobby and testing their skills to the limit. Of course, both young and old embraced the pastime in the early days but the sedate nature of batgliding left many of the juves who tried it hungry for something with a little more zip. It soon became the pastime of the elderly and now, almost four decades since Rufus first found himself soaring like a bird, you are just as like to see an eldster buy a batgliding rig as you are to see them buy a walking frame.

Any batglider will tell you the origins of his hobby but there are many that would disagree and most paragliders will argue that their sport was the true origin of the batgliding hobby

Like a Bat Out of Hell

Batgliding is all about heat and patience. In much the same way a surfer will wait for the right swirl before setting out to ride the waves, a batter learns from the start of their involvement with the hobby to look for the tell-tale signs of a good thermal. The amount of energy generated by a city block is almost staggering and heat vents, placed around the upper section of the buildings, allow the waste fumes and excess heat to escape harmlessly into the air. These currents of hot air are the thermal winds on which a batter will set sail and a skilled batter can stay aloft for hours on end.

There are no stunts here, no moving at breakneck speed through obstacles, just the skill and patience it takes to keep aloft and the tranquillity of soaring like a bird, far above the ground. Most blocks have their own batgliding clubs, open to everyone who lives there. However, it is the elderly who seem to dominate the pastime and though there are some juves who partake in the hobby, they are a rare sight.

It takes a great deal of courage to throw yourself off a tall building and hope your skill alone can keep you afloat and some who try the hobby are put off before they take 'The Leap'.

Bat-Burglary and Crime

Like any sport or pastime in Mega-City One, there are those who utilise batgliding for nefarious intentions and endeavour to make credits from it, one way or another. One of the most common misuses of batgliding is that of bat-burglary. Many cat burglars found that the emergence of the batglider was a Grudsend and were soon learning to soar on thermals, becoming bogus members of batter clubs and honing their skills so they could pull off robberies.

It is a fact of life in Mega-City One that the more wealthy a citizen becomes, the higher up in the block they move, forcing those below them to look up with awe and envy – rich pickings for the right perp with a batglider rig. The majority of batglider-related crimes are burglaries of penthouse apartments atop the tallest blocks in the city and no home is safe from a determined burglar with a batglider. Some bat-burglars will take to using small jetpacks to propel them away if discovered, but all prefer the silent approach that the batglider can bestow.

During the early part of 2103 a spate of robberies took place at penthouse apartments in sector 13 west. The Justice Department knew it was the work of a batglider but, despite their best efforts, the perp was never caught. It is estimated that the 'Sector 13 Batman', as he was dubbed by the media, got away with more than 3.4 million credits in hard currency and jewels during the six months he was in operation. The crimes stopped as suddenly as they began, leading the Justice Department to conclude that perhaps he had bitten off more than he could chew and had fallen afoul of his own complacency.

Burglars are not the only nefarious types to use batgliders and, given the nature of a batglider, it is an obvious mode of transport for an assassin. More than once a hit man has flown silently over the blocks of the Big-Meg looking for their victim and vanished as swiftly and silently as they appeared. Some use a standard glider to make their hits, though others opt for the more sophisticated Ravenwing, with its range of sensors and anti-detection devices.

Batter Clubs

Membership to a batglider club is compulsory if you wish to take part in the sport. A license is issued, at the cost of a mere 20 credits per annum, only after the prospective member has passed as series of safety tests. These tests are to ensure that the would-be batter is familiar with the ins and outs of his equipment, knows emergency procedures and how to use them and, above all else, is competent enough to leap from a building and ride on thermals. Training to use a batglider takes two full days and most would-be batters will be put through their paces on a thermal riser, a machine that provides a safe environment for the batter to learn how to turn and rise or lower themselves. These thermal risers are powered by the block's own waste vents and are a required piece of equipment for every batglider club in the city. Failure to have a fully working and maintained thermal riser will result in the club being forced to close its doors and, more often than not, the manager or president of the club doing time in the cubes.

The 20-credit membership fee goes to cover the expenses the club generates, such as rental of a room from the block, power and maintenance of the thermal risers. However, 2% of this fee will actually go towards damages caused by members of that club, whether to that block or neighbouring blocks. Most batgliders will crash at some point, mostly in the relative safety of the catchnets that line many of the more modern blocks, though on occasion a batter may well crash into a hover vehicle or through a window. It is not uncommon for blocks to go to a full-on block war with each other over a batgliding accident.

Most batgliding takes place between the early hours of the evening until just before midnight, with the buildings having generated enough waste heat to build the thermals up to an optimum soaring level. It is a spectacular sight to see the night sky filled with literally thousands of batters and, although they class themselves as artists riding on invisible currents, there is strong competition between blocks to see just who is the most skilled batter.

The current Mega Book of Records holds Chip Johansson of James Garner block, Sector 77, as the record holder for the longest airborne stretch by a batter. Johansson was aloft for more than 87 consecutive hours during the summer of 2112, a record that remains unbroken to this day. Johansson tried to break his own record two years later but some 14 minutes before he equalled his previous record, he was shot dead by a rival batter, sparking off one of the biggest block wars that Mega-City One has seen since before the Apocalypse War.

Batting is almost always confined to the upper reaches of the city and, unlike powerboarding, it extremely difficult to fly a batglider below 300 feet. Batgliders rely on the thermal currents to keep them aloft and even though these are present at ground level, the lower the batter swoops the more difficult it becomes to find a thermal. Any batter found flying below 300 feet is likely to face a stretch in the cubes, or at least be banned from batgliding for life.

Batgliders have a very strong sense of camaraderie, with many of them coming from the elder members of the block. They have been through a lot together: wars, death on an unprecedented scale, invasion and even facing up to the Dark Judges, but their love of the pastime is what keeps them together. As such, many batters are openly active among the Citi-Def units, or even high-ranking Citi-Def officers, and are always more than willing to uphold the good name of their block. It is a very common practice during a block war for batters to soar over to the warring blocks and plant explosives or recon out the heavy weapons. Though they tend to be treated with disdain the majority of the time, during times of block wars, a great deal of respect and admiration is shelled on these estranged eldsters.

Paragliders

Batgliders have a disdain for other denizens of the sky, finding skysurfers to be brash and hot headed and their closest rivals, the paragliders, as beneath them in talent and just taking up valuable thermal space. Paragliders are common in Mega-City One, but not nearly as common as batgliders. Unlike batgliding, this tends to be a predominantly young pastime that is popular with families, as most of the current rigs can carry two people safely. Though not as manoeuvrable as a batglider, the paraglider is still popular and gives the older citizen who is not interested in powerboarding and feels too young to be burdened with a batglider a taste of free air and what it is like to soar.

The Vulture Squadron

Perhaps among the most famous (or infamous) of all batters in Mega-City One are the members of the Vulture Squadron from Sector 190's Douggie Barder crock block. The members of the batter club had always prided themselves on their skill and expertise with a glider and won many awards for their displays at batgliding events all over the city. However, it was not until Mega-City One was thrown into the midst of the Apocalypse War that the Vulture Squadron came into its own. Using their knowledge of the upper levels of the blocks and the layout of the sector, the eldsters carried out high-altitude hit-and-run attacks on the advancing Sov troopers and managed to disrupt lines of communication long enough to give the judges a fighting chance against the enemy. Word of the Vulture Squadron spread to other sectors of the city and each sent forth their own version, causing a great deal of confusion to the advancing enemy. Though many where still suffering from Block Mania, they were a thorn in the side of the East-Meg troops assaulting the city and many played a major part in the war effort, dropping thermal charges from high altitude or, in some cases, mounting suicide attacks against Strat Vs.

Following the end of the Apocalypse War and the slow return to normality, Sector 190's Betty Ford Riley, the elected leader of the now legendry Vulture Squadron, was honoured with the freedom of the city. The newly-elected Chief Judge McGruder dubbed her 'a shinning example of what being a citizen of this great and noble city really means!' Despite the honour bestowed upon her by the highest office in the city, Ms Ford Riley remained a humble and loyal citizen until her demise some nine years later at the ripe old age of 113. A memorial hospital and plaza were opened by her son, the 92-year-old Gordon Ford Riley, a few years later as he tried to live up to her outlook on life: have fun, eat your greens and above all – get in the air wherever and whenever you can.

In more recent years, however, some of the values of the Vulture Squadron have flown to the wind and accusations of crime have been directed at it by members of the Douggie Barder community. An increase in bat-related burglaries in recent years have led to investigations by the Justice Department and PSU into the actions of the Vulture Squadron, with the threat of this once noble-club being disbanded for good.

New Feats

Detect Thermal Eddy

Finding the right current to soar on is not an easy task and only the more experienced batters learn the best moment to launch themselves into the ether and put their trust and faith in the thin membrane that acts as wings. The batter has learned the telltale signs of rising thermals and, from the haze of heat given off by the buildings and blocks nearby, just where and when to launch themselves for the optimum effect.

Prerequisites: Alertness, Craze (batgliding) 10 ranks, Spot 5 ranks.

Benefit: A batter with this feat can detect a thermal eddy and use it to their best advantage. The batter must make a Spot check (DC 20) to locate a suitable eddy. If successful, the batter receives a +2 competence bonus on his next Craze (batgliding) check.

Pin-Point Landing

Gliding around the roofs of the gigantic blocks in the city is one thing, but actually landing safely is something entirely different. A batter learns early on in their involvement with the hobby that any landing you can walk away from is a good one but, as they continue, they get more and more skilled at landing with a greater deal of accuracy.

Prerequisites: Craze (batgliding) 10 ranks, Dex 15+.

Benefit: The character automatically succeeds any Craze (batgliding) checks made to land on a surface of limited size.

Swoop 'n' Scoop

Low-level batting is highly illegal in Mega-City One and anyone caught doing so will be cubed or banned from the hobby for life. This does not stop everyone and many would-be bat-burglars will learn to control their gliders at lower altitudes, allowing them to swoop down and snatch bags and belongings from ground-locked citizens.

Prerequisites: Craze (batgliding) 15 ranks, Dex 15+, Skill Focus (craze – batgliding).

Benefit: The batter must fight make a Craze (batgliding) check (DC 30) to swoop in low enough to attack a citizen and fight a single round of unarmed melee combat against them. If the batter wins (either by his target failing to hit him or by dealing more damage), he soars skywards with some valuable trinket of the target. If the target wins the combat, the batglider veers wildly and must make another Craze (batgliding) check (DC 40) to avoid crashing into the pedway or the side of a block. If this check is failed, the batter suffers 2d6 points of damage, ignoring Damage Reduction, and can expect the judges to show up in short order. The value of the trinket is equal to 1d10 x 100 credits.

New Equipment

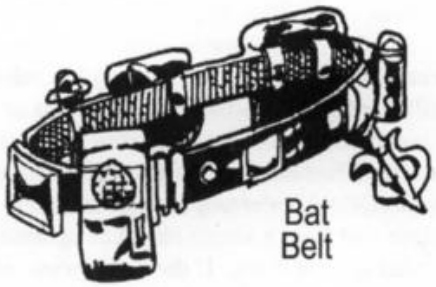
Bat HUD

No self-respecting bat burglar should be without a Bat HUD! This stylish device comes in a fetching lemon-and-green or rose-and-magenta ensemble and gives the wearer information about their current speed, altitude and proximity to other batters or buildings via a small computer that links to an eye piece in the hood. Though designed for use by the batgliding community, it is an invaluable tool for the bat-burglar. Any batglider who is equipped with a Bat HUD gains a +4 equipment bonus on Craze (batgliding) and Spot checks. The bat HUD also contains thermal imaging and night vision to allow th wearer to see in almost total darkness.

Batbelt

When you are wearing a skin-tight batglider outfit, you will always need something to put your change, food and other loose items in. This is where the batbelt comes into its own. A lightweight belt that can be worn either around the waist or across the chest like a bandoleer, the batbelt contains a large number of pockets and pouches into which a variety of small objects may be placed. The batbelt also contains a small yet powerful grapple,

nicknamed t
for use in an
emergency.
out by a
powerful
compressed
jet, the grapp
will sink itse
into the first
solid surface ..
encounters using a micro
charge. Attached to the grapple is a safety line that has great tensile strength and it is more than capable of holding the batter for up to 40 minutes, allowing time for help to arrive. A batglider or bat-burglar may attempt to control a fall by using their Batline. The batter makes a single ranged attack roll against DV 10 to fire the line into a nearby building or other suitably solid object. Many bat-burglars adapt their batbelts to contain hidden pouches to hide lock-picking tools and other tools of their trade.



Ravenwing

Used primarily by assassins, the Ravenwing combines the stealth glider with aerodynamic wings designed for speed and manoeuvrability, rather than the ability to stay aloft for any length of time. Silent and sleek, the Ravenwing allows its wearer to travel at far greater speeds than a normal batglider, allowing a character to fly at a speed of 80 feet per round and to carry a weight of 1,000 pounds. The Ravenwing is also equipped with useful devices, such as its own built in Bat HUD anti-detection countermeasures (such as chaff and EMP emitters), designed to throw any electronic detection devices off the scent. Coated in the same mimetic chemicals as the stealth glider, the Ravenwing is highly illegal and possession will land the unlucky perp a spell of 30 years in the cubes.

Stealth Glider

Batgliders and paragliders are silent in their use, allowing an unscrupulous citizen to take advantage of this fact and use them for crime. A popular device among bat-burglars is the stealth glider, a standard glider that has been treated with light reflective chemicals, causing it to appear as if it where part of the background it is flying over. The mimetic properties of a stealth glider make this a highly sought-after item on the black market and one that brings a long stretch in the cubes if it is found in a citizen's possession. While wearing a stealth glider, the batter gains a +6 equipment bonus to Hide checks.

Item	Cost	Black Market Cost	Weight
Bat HUD	1,500 cr.	—	1½ lb.
Batbelt	1,000 cr.	—	1 lb.
Ravenwing	—	4,500 cr.	25 lb.
Stealth Glider	—	11,000 cr.	29 lb.

Shuggy

The king of all table games has to be shuggy. It is played in more bars, clubs, restaurants and shuggy halls across the world than any other game and even has its own jargon. The exact origins of shuggy are somewhat mysterious and, though most countries stake a claim to its creation, no one can actually prove they invented it.

Shuggy first appeared back in 2039 and sports historians theorise that the sport more than likely originated in North or Central America but cannot pinpoint the exact location due to the loss of most records from before the great atomic war. Regardless of where it came from, shuggy is a big-money pastime and, next to lo-grav golf, is one of the most profitable for its competitors.

The game of shuggy is somewhat strange to those unfamiliar with its complex rules – it is said that, although it takes only an hour to learn the basics, it takes a lifetime to master. Though the origin of shuggy may be obscured in myth, its forerunners are simple to point out and shuggy owes much to 20th Century games such as snooker, pool and billiards – all very popular in their day.

The game of shuggy is played on an eight-foot by four-foot table with 18 balls of varying colours, two cues and a great deal of skill. The object of the game is relatively simple: score as many points as possible by sinking the balls into the pockets on the table. Each table has ten raised pockets of various heights, making shuggy an easy game to play but a difficult game to master. The players take it in turns to attempt to pot the balls on the table, with play passing to the next player if they fail to pot a ball. Play continues in this fashion until all of the balls are cleared from the table, or a player cannot match the score of their opponent due to a lack of balls on the table.

Shuggy sounds, and indeed is, simple but the real skill in shuggy comes from being able to rack up the largest score possible, with the least number of shots. Each ball is worth a set point value, dependant on its colour, and potting them from white to purple will give the player a maximum score of 183, though if a player is skilful enough to master the Booglariser, this score is tripled.

Shuggy Balls

- † Eight white balls: 8 points each.
- † Four blue balls: 10 points each.
- † Three green balls: 12 points each.
- † Two yellow balls: 14 points each.
- † One purple ball: 15 points.

Pro-shuggy

Shuggy is a very popular pastime in Mega-City One and like most popular pastimes, there are those who will use it for nefarious ends. Gambling is strictly prohibited in the city and, as such, the outcome of a match cannot be bet on or any other form of wager placed without the citizen facing a stretch in the cubes. However, this does not stop millions of credits each year from exchanging hands in shuggy halls and clubs across every sector of Mega-City One. To play shuggy for money is not in itself an illegal matter, but to make an income from immorally-gained monies is. Many shuggy players are little more than two-bit hustlers who dream of the limelight and fame of making it rich, though only a few ever really make a significant amount from it and those who do often retire early.

Shuggy and Crime

It is a fact that shuggy and crime go hand in hand, and no amount of policing shuggy halls will deter that. Shuggy halls and dens are often high on the list of judges' patrol routes in every sector of Mega-City One, with the presence of the helmets on the slabs being enough to deter many would-be perps. As well as the obvious crime of gambling, there are other illegal activities that stem from shuggy and shuggy meeting places. Number running and loan sharking are two common forms of crime that go on in these darkened halls, and many a would-be shuggy champion has wound up on a one-way trip to Resyk thanks to a loan shark demanding repayment or a hit by mobsters. Mobs frequent many shuggy halls and use them as a legitimate front for their illegal activities, with behind-the-scenes dealing going on that would land all present a long stretch in the cubes (for more information on fronts see *The Rookies Guide to Criminal Organisations*).

Protection, prostitution and counterfeiting are common arrests for judges in and around shuggy halls, with slab walkers out to make some easy creds from punters outside the halls, to those heavies who wish to offer that extra little incentive to those who have just won big on the tables.

Many shuggy halls also have rooms set aside for other games such as card games and even bingo. With lots of credits on the table it is very easy for things to get out of hand very quickly.

Some shuggy halls have been known to have bite pits built below them, with custom sound dampening and scan-negating equipment installed. These bite pits are often scenes of pure carnage, as bite fighters will attempt to literally rip each other to pieces with their razor-sharp teeth. Naturally, if any shuggy hall owner is found with a bite pit below his hall, he will feel the full weight of the Law and will more than likely never see the city again, being cubed up for life.

The sale of illegal substances is also attributed to shuggy halls and many citizens get their first taste of real coffee, tobacco or sugar while at a shuggy hall. Harder drugs, such as zipp and snag, are often found in shuggy halls and it is not uncommon for a sub-basement level to act as a narcotics laboratory, feeding the habits of the sectors zipp-heads.

Shuggy and the Justice Department

The Justice Department stamps down hard on those who break the Law in and around shuggy halls and, to own a shuggy hall, the prospective owner must first be vetted by the Justice Department. Only if found to be clean, with no prior warnings or convictions, are they are allowed to proceed. The judges can close shuggy halls immediately if they deem it necessary, but for every one that is closed another two will spring up in the same area of the sector within a few days. Shuggy is seen as the working mans sport in Mega-City One, even though 98% of the populace are unemployed, and most feel it is their given right to play shuggy and hang out with friends at shuggy halls. Attempts have been made in the past to cut down on the number of shuggy halls and trial bans of the game itself were introduced in some sectors as recently as 2118, only to be revoked within days due to sector-wide riots and block wars. The judges know that shuggy is a source of nefarious activity but also realise that without it many citizens would openly go on rampages in the streets.

Unable to ban the game, the Justice Department now utilises it and shuggy halls. Wally squad judges gain their first taste of citizen life in these dens of iniquity and it is here where they will make their contacts, meet to exchange information and learn the buzz on the streets. Shuggy hall owners are privy to much information that passes their way and many will turn nark in order to secure a more profitable and stable future for themselves. Being a nark is never an easy task for a citizen and it becomes even harder when you own a shuggy hall. Everything from mobsters and crime lords, to slab walkers and dips frequent shuggy halls and, as drink or drugs flow, lips open and information is often spilled.

There are, of course, some shuggy halls in the city that are completely legitimate with no criminal activity going on between their walls at all. These are rare and often become the targets of more thriving shuggy hall owners, who will endeavour to put them out of commission as fast as possible. Arson attacks from one hall to another are very common and the most probable cause of a shuggy hall owner's demise is death by fire.

Shuggy World-Wide

The sport of shuggy is beamed all over the world, Luna and the inner colonies and has vast viewing figures, with millions of fans. The most popular sports channel in Mega-City One is Mega-Sport Spotlight, watched each day by millions of citizens across the city and in many other mega cities across the world. The highlight of the weekly schedule on the channel is Shuggy Close-up, a four-hour show dedicated to covering the games from the pro-championship events in Brit-Cit and tips and strategies from some of the best-known faces in the sport. Many citizens of Mega-City One who become good enough aim to play in the world series in Brit-Cit each year, where they can win vast fortunes. There are a large number of variations on the game of shuggy, each with its own special rules and ways of playing, which will often cause confusion among those who are only familiar with their own local game.

Brit-Cit

Shuggy is very popular in both Brit-Cit and on Luna colony and both have provided world champions. The professional shuggy player can stand to make a vast amount of wealth if they are good at their sport, with the

chance to win huge amounts of credits and trophies. Each year in Brit-Cit the Chalice is held. A major event sponsored by most of the leading shuggy table and equipment manufacturers, the Chalice is the holy grail of shuggy and to win is to become wealthy.

Southern Rules Shuggy

One of a number of shuggy variants is known as Southern Rules Shuggy and originates from Texas City. Here, the game is played on a slightly longer table and has 26 pockets instead of the usual ten. Each pocket is numbered and colour coded, with the highest numbered pocket being the most elevated one in the centre of the table. If a player can pot the purple ball into the 'bull', as the pocket is known, then their points are tripled, and if a player manages to successfully achieve a Booglariser and the last ball potted is the purple in the bull, then the tripled score is tripled again. Texas City rules are not very popular with many fans in Mega-City One, due in part to the animosity between the two cities. Occasionally a player from Texas City will dominate the sport for a while but most often it is the Brit-Cit and Mega-City One players who rule the roost.

Luna

The folks on the moon love their shuggy as much as the next citizen but they have some strange ways of playing it. On Luna it is not uncommon for the shuggy hall owners to be involved with the Luna Mafia, or some other underworld society. The Luna Mafia controls almost every aspect of life on the Moon, and has sunk its hooks into everything, from air and power supply to the Luna Justice Department itself. Out of reach of the rest of Earth's law enforcement, and with a scant force of its own, many Luna-judges turn a blind eye to the crime wrought from shuggy and shuggy halls, seeming lapse compared to the ever-vigilant Mega-City Law officers. Luna shuggy is played much the same as regular shuggy but with a few distinct differences. The rules on Luna differ from those played in Mega-City One and Brit-Cit and consist of each player getting only one shot on the table, no matter how many balls they sink. Needless to say, Luna players strive for excellence and mastery over their sport and will endeavour to out rank those from Earth and the other colonies.

New Skill

Craze (shuggy) (Dex)

Shuggy is the sport of real men and to know the rules is to be set apart from lesser citizens. A character with ranks in this skill not only knows the rules of the game but can also play the game to a greater degree of success than the average citizen. Each game requires the character to make a variety of checks to see if they pot or sink balls on the shuggy table. Unlike other crazes, shuggy is a game of chance rather than just sheer skill and talent and to represent this the rules below should be used to simulate a game of shuggy.

Rules for Shuggy

Each character or Non-Player Character takes it in turns to step up to the table and sink as many balls as they can. Each ball is worth a set value and, dependent on the check result, a number of balls are potted on the table. The player must make a Craze (shuggy) check (DC 14), if the check is successful then the player consults the following tables to determine the level of their success. Play then passes on to the next player, who makes a check and consults the tables below, with the game ending when there are no balls left on the table.

Skill Check Result	Number of Balls Potted
1-13	0
14	1
15	2
16	3
17	4
18	5
19	6
20	7
21	8
22	9
23	10
24	11
25	12
26	13
27	14
28	15
29	16
30	17
35-39	18
40-44	Ten Commandments*
45+	The Booglariser*
* See below.	

Roll once on the following table for each ball potted.

D20 Result	Colour of Ball Potted*	Number of Balls	Points Value per Ball
1-9	White	8	8
10-14	Blue	4	10
15-17	Green	3	12
18-19	Yellow	2	14
20	Purple	1	15

*When all balls of a particular colour have been potted then the lowest points value ball remaining on the table will be potted instead.

Ten Commandments

Certainly a difficult shot but not as seemingly impossible as the Booglariser, the player will pot a ball in every pocket without missing a single one. This is a high scoring shot and many pro shuggy players will use it as a finishing move to really hammer home the points.

The Booglariser

The hardest shot in the game to make, the Booglariser consists of potting every single ball on the table with a single shot. It is a very rare event when a shuggy player can pull off this incredible shot and, of the world's greatest players, only Max 'The Pinstripe Freak' Normal of Mega-City One and Jimmy 'Tornado' Edwards of Brit-Cit have ever been able to manage this feat in a tournament.

New Prior Life: Shuggy Hustler

Gambling is another of the many illegal activities in Mega-City One, and anyone found dabbling in this nefarious pastime faces a stretch in the cubes. This fact though does not deter everyone and there are those who prefer to make their credits from their skill with a Shuggy cue. Hustling shuggy is a good way for a juve to make some fast creds and, if they are good enough, they may just make the grade and find themselves working for one of the mob families that run most of the criminal activity in Mega-City One. Life can be short and sweet though and often a shuggy hustler may find themselves not only on the wrong side of the Law, but also with enemies too close for comfort.

† Shuggy hustlers are streetwise, brash and loud-mouthed but the one thing they can do is play a good game of shuggy. Shuggy hustlers are always thinking one step ahead when they play and receive the Skill Focus (craze – shuggy) as a bonus feat.

† As they hustle the seedy shuggy halls and bars, the smart and streetwise hustler will learn to pick up more than just a few credits on the way. As such, the hustler will tend to learn a little more than they need to and often be privy to criminal activity in the sector, gaining Skill Focus (gather information) as a bonus feat. Smart hustlers will, of course, make a beeline for the nearest Justice Department Vid Phone and call a tip off in to a judge they feel they can trust, and judges are given some leeway in financing narks to gain information.

† Making their money from such a pastime, hustlers tend to be flash and extravagant, and often wear expensive clothing, jewellery or drive a flash Mo-pad. Shuggy Hustlers begin with 2d3 x 1,000 credits.

Dredd's Comportment

Always look for the tell-tale signs. The shifty glances when you enter the room, the sudden outbreak of sweat on a cold winter's night, these all indicate suspicion and you should act accordingly.

On entering a shuggy hall

New Prestige Class: The Shuggy Hall Owner

There is nothing like being your own boss and, in a city where nearly everyone is unemployed, this fact becomes even more apt. Many citizens will attempt to make a venture into business at some time in their lives, though few succeed, due in part to the apathy that goes hand in hand with long-term unemployment. Owning your own shuggy hall is a dream for many, but some go beyond the dream and strive to make it a reality. There are some shuggy hall owners who are already wealthy from other ventures, but these are very rare fish as there really is very little money to be made from owning your own hall. The majority of shuggy halls are owned by idealistic young businessmen and women whose love for the game has them wanting more involvement.

Many hall owners are in serious debt to loan sharks and other criminal element and, as such, find it difficult to make a profit, let alone keep it for themselves. Though

it may be a hard life, most love it and would not trade it for anything.

Hit Die: d6.

Requirements

To qualify to become a shuggy hall owner, a citizen must fulfil all the following criteria.

Skills: Appraise 7 ranks, Bluff 5 ranks, Craze (shuggy) 10 ranks, Intimidate 7 ranks, Knowledge (sector) 5 ranks, Listen 6 ranks, Sense Motive 5 ranks, Spot 6 ranks, Streetwise 10 ranks.
Feats: Alertness, Skill Focus (craze – shuggy).
Ability: Dexterity 15+.

Class Skills

The shuggy hall owners' class skills (and the key ability for each skill) are Craze (shuggy) (Dex), Intimidate (Cha), Listen (Wis), Profession (shuggy hall owner) (Int) and Streetwise (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the shuggy hall owner prestige class.

Shuggy Hall: At first level, the shuggy hall owner gets their own hall. This is an ideal location to use as a base of operations for a group of citizen or perp characters and a great way to introduce new players into the campaign. The hall is a small, pokey hovel but with time and patience it can be turned into a self-funding business. However, the initial cost of the hall must come from somewhere and the character is in debt to loan sharks, and will find it hard to pay them off. Every character who wishes to own their own shuggy hall must be able to put forward 100,000 credits or have to rely on the underworld to get them started. Assuming the character does not have the 100,000 credits, they can go into a contract with a loan shark or other criminal organisation to loan them the funds to open their own hall. The character must make a weekly repayment to the loan shark equal to 250 credits per character level.

Contacts: Beginning at 2nd level, the shuggy hall owner gains a competence bonus equal to their class level to all Knowledge (sector) and Streetwise checks due to their web of contacts.

Eavesdrop: The character will often overhear plans of heists, hits or shipments and can act on this by either cashing in on it themselves or selling the information to an interested party. Beginning at 3rd level, the character gains a +2 circumstance bonus to Listen checks while in their shuggy hall and can sell on any information they obtain for 1000 credits multiplied by their ranks in the Listen skill.

Manager: By the time a character reaches 4th level, they will generally be too busy to handle the basic day-to-day running of the hall and will require help. The character gains a manager who will cover the basic running of the business, hire and fire staff as needed and be responsible for the best interests of the owner and the hall itself, leaving the owner free to pursue other ventures and pastimes. The manager will be loyal to the owner (as described in *The Rookies Guide to Criminal Organisations*), but will generate an overhead of (10 x the character's level) in credits each week for wages.

Respectable: A shuggy hall owner will slowly gain the respect of the underworld and Justice Department alike. As such, he is likely to gain more information from underworld sources and have far fewer visits from the judges. At 5th level, the character gains a +4 bonus on all skill checks when dealing with criminal organisations and on Bluff checks when dealing with the Justice Department.

The Shuggy Hall Owner

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Shuggy Hall
2	+1	+0	+3	+3	Contacts
3	+2	+1	+3	+3	Eavesdrop
4	+3	+1	+4	+4	Manager
5	+3	+1	+4	+4	Respectable

Scrawling

For every citizen who abides by the law in Mega-City One there are a thousand who see the law as something to be stepped on or ignored. In a city as vast as Mega-City One, and with such a fast style of life, it is little wonder that many turn to crime and, of all the Mega-City's around the world, it is the Big-Meg that holds the highest proportion of young offenders (YP), many of whom will go on to become old offenders (OP), often re-offending as soon as they are let out of the juve cubes. Crimes among the younger section of the city vary and range in their severity, but perhaps the most common form of arrest among young juves and often the first on a long rap sheet will be that of scrawling.

Graffiti is not a new thing in the world, having been around since mankind first held a pigment-covered hide in his hand and daubed on walls of caves but, in the 22nd century, it has evolved into an art form all of its own.

Access to paints, sprays and other items used by scrawlers is so common that almost every block will carry the basics needed to start off in the pastime. And pastime it is. Many juves will spend hours on end working on their Tags, trying to get them to look better than any other in their block and this will often to lead to tag wars between members of the blocks scrawling community or, more often, between rival blocks.

The Justice Department comes down heavily on those caught scrawling and every year the sentences for scrawling or defacing public/Justice Department property increase, much to the protest of citizen's rights groups such as Friends of the Juves and Citizen Welfare Reforms Committee (CWRC). Many blocks contain activity clubs and groups set up by would-be do-gooders, but the majority of these clubs only hasten the descent of the juves into crime and begin a life-long hatred of authority figures. Though clubs such as Block Buddies and The Pals Club are officially endorsed by the Justice Department, there are many that do not meet with the same high standards, and these are the breeding grounds of the future perpetrators of the city.

Scrawlers come in all sorts of shapes and sizes but it tends to be the very young juves, under the age of ten, who become involved in scrawling. Most juves over 12 would not be seen dead holding a can of Spraydoodle®, let alone using one. The older juves see scrawling as something youngsters do to get the city out of their system, often forgetting that they where once young juves themselves and once had the same passion for scrawling as their younger counterparts.

Chopper vs. Phantom

Perhaps the greatest scrawler in the history of Mega-City One was Chopper. Marlon Shakespeare was like many of the juves of the city – a restless kid who longed for a relief from the tedium of living in a city where nobody cared. His days in juve school where often spent in idle daydreams, much to the annoyance of his teachers who took the unemployment lessons they were teaching a little to seriously, and more than once Marlon received a wake up smack from an angry tutor, a crime in itself. Home life was no better for the youngster with a father who spent his days trying to head-butt eggs into a bucket and a mother who lived only for washing dishes. Marlon's father would hit his son on more than one occasion, forcing the juve to sink further and further into hatred for his family and those around him who represented the word NO! So Marlon would don his climbing gear and deface the walls of his block, and soon the entire city knew his scrawler tag image – the Chopper smiley face. Though Chopper was an excellent scrawler, he had a rival in the city who would often place his tag higher and in a more prominent position than that of the young juve. This sparked off one of the best-known tag wars in the history of Mega-City One and no building, location or vehicle was deemed safe from their monikers. Wherever Chopper would scrawl, it always seemed that Phantom had already beaten him there, causing the rivalry to boil in the youngster.

Things came to a head when Judge Dredd ordered that this Chopper character be caught and made an example of, so others would not follow in his footsteps. Chopper and Phantom had arranged to face off and end their tag war once-and-for-all, the winner being crowned King Scrawler of Mega-City One. Chopper was shocked and dismayed when he discovered that his rival was, in fact, a lowly robo-maintenance worker who painted blocks and had found existence in the city too much. Dredd

caught Chopper but Phantom went out scrawling, falling to his destruction at city bottom. However, come sun up Chopper had the last laugh on the judges, when the sun reacted with the paint he had used and a smiley icon appeared on the shield of the Statue of Judgement for the entire city to see.

Tag Wars

Not that many scrawlers come anywhere near as close to the level of fame Chopper found, and many just get caught before they really can begin with their craze in earnest. Scrawling is an independent statement for many, showing disdain for the harsh city in which they have to live out meagre lives, facing unemployment and no real hope. Each block will have its own resident graffiti artists on almost every level, and rivalry between levels is always intense as each level will try to out tag another, sometimes teaming up with a former rival level of the block or going it alone.

The most dangerous forms of tag wars are those between rival blocks and these can often lead to all-out block war if they get out of hand. Derogatory statements and vulgar remarks about the residents of a block by those from another, or a tag placed in the wrong place can lead to the death of the youngsters responsible.

Scrawlers, or taggers as they are sometimes known, are simple to spot and even 1st year cadets at the Academy of Law can spot a scrawler in a crowd. Most choose to wear very bright and garish clothing, the latest in fashion, and often sport oversized knee and elbow pads, trying to look individual but actually never really succeeding. When a scrawler goes into another block to leave a tag it is often a case of taking their life into their hands and many are actually put up to doing so by gang members of their home block eager for a rumble, or even a block war. There is no better way to annoy your neighbour than to deface his home.

During late 2110 an all-out tag war started between Tony Hart Block and Rolf Harris Con Apts that almost brought Sector 190 to its knees. It started as retaliation over a joke a Hart resident was overheard to have said about Rolf Harris Con Apts. The joke was harmless and quite funny, but in the bar the evening it was uttered was Jethro Cain, a man who actually had a job and was servicing the vending droid. Cain rushed back to Rolf Harris as fast as his legs would carry him on the auto-ped and within the space of an hour word had spread to almost every one of the Con Apt's 90 levels. The following morning as the citizens of Tony Hart awoke they where shocked to discover that a highly vulgar and offensive slogan had been painted on the side of Rolf Harris and was directed at their own block. The remark set tongues wagging and caused a meeting of the block's cit def commanders and the block liaison officers, that resulted in them ordering retaliation.

So it began. The following day, the citizens of Rolf Harris block found that every single lift and grav chute in the block had been vandalised and covered in tag markers from Tony Hart blockers. Tempers flared, retaliation was ordered and soon things escalated out of control. Within the space of two days, the fight between Tony Hart and Rolf Harris had extended to over 14 other blocks in the area and lead to an all-out block war that took judges weeks to get under control. By the end of the block war, more than 20,000 citizens had been killed, 400,000 arrested and more than 300 judges were in a critical condition.

Tag Teams

Many scrawlers work alone, preferring to remain quiet about what they are doing, but some work in teams of four or more juves intent on making the best looking tags they can. These tag teams often hang around together and will most likely become the basis of future block gangs if not caught. Tag teams build up a sense of camaraderie with each other and respect the art they love so much that they will do their utmost to excel where they can. Other blocks are not the only targets for taggers and quite often the Justice Department itself is right in the firing line. H-Wagons and Manta Prowl Tanks, as fearsome as they may seem to an ordinary citizen, are prime targets for scrawlers and many seem to find it most amusing to leave their tag on Justice Department property. Sector Houses too are likely places for scrawlers to strike, though they have their own countermeasures to deter would-be artists. Every section of the city seems to have some form of scrawl on its surface and it is little wonder that Mega-City One often comes bottom of the list of cleanest cities on Earth and that alien visitors find the city an eyesore.

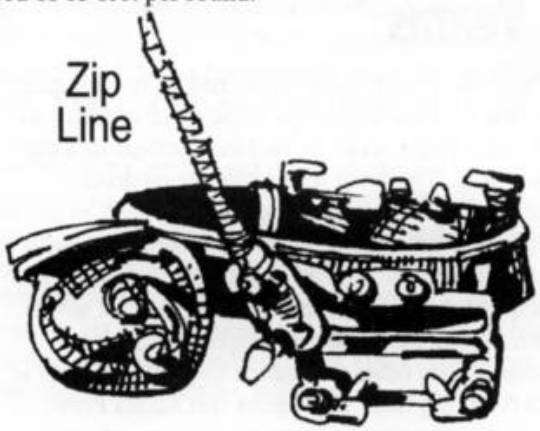
As well as scrawling their tags in prominent locations, many tag teams will use their best scrawlers to alter Megway and Pedway signs to confuse citizens. This redirection in itself costs the city millions of credits every week, causes thousands of pileups and kills hundreds. In recent years the Justice Department has begun to come down heavily on scrawlers caught in the act, and possession of more than three cans of paint and

any form of climbing or jet pack equipment is enough evidence to convict a juve and have them serve up to 11 years in the cubes.

New Equipment

Zip Line

Every scrawler's best friend is his or her zip line – a high tensile thread that secures a scrawler to a sheer surface, allows them to move up and down its length with ease and keeps their hands free to use their spray cans. Zip lines come in many varieties, from harnesses to belts, and are easy to conceal from prying eyes. A motorised series of pulleys inside the zip line housing lets the wearer move up and down at the touch of a button. Of course, the zip line still needs to be attached to a solid surface for it to work but that is never a problem for a scrawler. A simple Technical check (DC 15) is required to use the zip line in either direction and must be made each time the character wishes to move up or down at a speed of 15 feet per round.

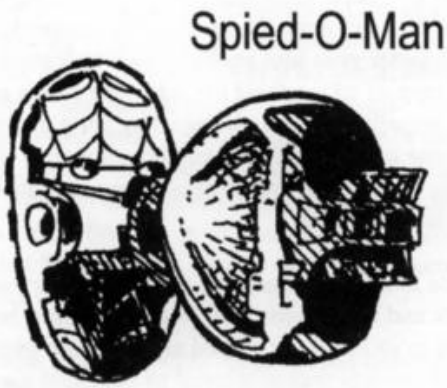


Spraydoodle®

One of the best selling products in all of Mega-City One is the wonder paint Spraydoodle®. Available in more than 1,000 different colours and shades, Spraydoodle® is the paint of choice for scrawlers citywide and most swear by it. Its unique nozzle and ergonomic design allows for it to sit comfortably in the hand of the scrawler while still spraying flat and even strokes no matter what the angle the canister is held at, even upside down. Spraydoodle® comes in both left and right-handed canisters and Spraydoodle Deluxe® contains a programmable mixer that allows up to 11 colours to be mixed in a single canister, giving the user a veritable palette to work with. It is also available in light reactive and sensitive ranges. Characters equipped with Spraydoodle® gain a +2 equipment bonus on all Craze (scrawling) checks.

Spied 'O' Man

Originally designed to aid block climbers traverse the sheer glass fronts of the older blocks of the city, the Spied 'O' Man knee and elbow pads are a godsend to any scrawler. Incredibly powerful suction cups almost invisible to the naked eye cover the pads and, once placed on any flat surface, they will take up to 200 pounds in weight comfortably for up to eight hours on end. The suction cups use a molecular bonding agent that adheres to almost any flat surface, giving the scrawler or tag king an added edge when they attempt to climb a building. The bonding agent is constantly released by tiny capillaries in the pad, but can be over ridden at will by simply pressing the release valve. Learning to use these pads takes time and patience but the user will reap the rewards greatly. It is not unknown for assassins and hit men to use Spied 'O' Man pads or some similar brand name as they lay in wait for a target. Characters wearing Spied 'O' Man pads must make a simple Technical check (DC 15) to operate the pads correctly and, if successful, they will gain a +8 equipment bonus on all Climb checks. The check must be made every time the character wishes to move but a single check covers all four pads.



Camelocloak

Chamelocloak

For the scrawler who does not want to be seen, Chamelocloak is a light reflective material, extremely lightweight and easy to store and once it is in place it takes only a few seconds for the material to blend in with its surroundings. Designed for use by the Justice Department in 2079, it has long been available to purchase in the public sector and a great many clubbers tend to use it when out on the town, as it offers not only warmth, but also looks cool when you are dancing. Chamelocloaks render the wearer all but invisible to the naked eye and even electronic surveillance devices have difficulty detecting someone who is hidden behind one of these cloaks. A character wearing a chamelocloak gains a +20 equipment bonus to Hide checks as long as they remain motionless.

Item	Cost	Weight
Zip Line	800 cr.	½ lb.
Spraydoodle®	10 cr.	1 lb.
Spraydoodle Deluxe®	45 cr.	1 lb.
Spied 'O' Man	2,500 cr.	8 lb.
Chamelocloak	1,500 cr.	15 lb.

New Prior Life: Scrawler

Though they come in all shapes, sizes and both sexes, scrawlers tend to be from the younger element of the city and will range between five and 13 years old. This is the first taste of rebellion that most get and it begins the vicious cycle of attacking the authorities, often causing life-long hatred of anyone in charge.

† Scrawlers are very agile juves and spend a lot of their time climbing into places that no sane person would ever dream of climbing. Scrawlers begin the game with 4 ranks in the Climb skill for free.

† Scrawlers are always on the look out for judges and are only too aware of the consequences of their actions. Scrawlers begin the game with Skill Focus (spot) as a bonus feat.

† Scrawlers are too young to have an income and, as such, begin the game with only 1d3 x 500 credits. However, they start the game with a dozen cans of Spraydoodle® in various colours and scents for free.

New Prestige Class: The Tag King

The tag king is a scrawler who has reached the dizzy heights of becoming renowned and respected throughout their block. The tag king spends his waking hours trying to work out some elaborate tag and where, and when, to place it. Even though they are still quite young, the tag king is a natural leader and often takes charge of those around him. It is not unusual for a block to have more than one tag king at a time and this often leads to bitter rivalry between levels on the same block, as each will attempt to out-tag the other.

Hit Die: d6.

Requirements

To qualify to become a tag king, a citizen must fulfil all the following criteria.

Skills: Climb 6 ranks, Computer Use 2 ranks, Craze (scrawling) 7 ranks.
Feats: Alertness, Dodge, Lightning Reflexes, Skill Focus (craze – scrawling).
Ability: Dexterity 15+.
Age: five-13.

Class Skills

The tag king's class skills (and the key ability for each skill) are Climb (Str), Computer Use (Int), Concentration (Con), Craze (scrawling) (Dex), Listen (Wis) and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the tag king prestige class.

Scale Sheer Surface: Scrawlers like to tag in the most unusual and difficult-to-reach places one can imagine. It its not unusual for them to place their tag on a vertical overhang on a block or underpass with seemingly now way of getting there other than flying. The tag king knows how to climb a block or building and can use the building itself to help them as they scale it. Armed with suction knee and elbow pads, stato gloves, shockers and all other manor of gadgets and equipment, they will strive to get that tag in the best place possible. Tag kings gain a circumstance bonus to Climb checks equal to their class level.

Contort: When placing their tag icon it is often the case that the scrawler must twist their body to odd and bizarre angles to reach under ledges or horizontal outcrops. The tag king can twist and contort their body to such a degree that they will never suffer any negative modifiers to any Climb check they must make.

Blend In: The tag king learns that the best place to hide is in plain sight and that it is only the foolish scrawler who will wear brilliant colours and garish clothing. The tag king dresses in muted tones and never seems to run when in a crowd, they remain calm at all times and just seem to disappear from sight. Beginning at 3rd level, the tag king gains a +4 circumstance bonus on all Hide checks when in a crowd and +2 when alone.

Signature Tag: It takes a long time to make a good tag and many scrawlers give up long before they achieve it. Constant practice and hours spent designing icons give the tag king that extra push they need, a boost to their confidence, and it shows in their art. Their signature tags mark territory, claiming an entire block for their own. Younger juves will look up to them, feeding the tag king information freely about the comings and goings of the entire block. Once per week, the tag king may make a Gather Information check as a free action and at no cost.

Bolthole: Every good scrawler knows when its time to lay low for a while and more often than not, home is not where the heart is, and is the first place the judges or other juves and punks would come looking for them. It is always handy to have somewhere to hang out and keep their head down, and a good tag king has a few hideouts, boltholes and secret places known only to them. The tag king can disappear as if they were, for all intents and purposes, in another city and an impossible Search check (DC 25 + the tag kings Hide skill rank) is needed to find them.

Dredd's Comportment

Catch them when they are young and shape their minds. If we are fortunate they will not grow into the mould of their peers and will become respectable members of society. Remember that a young lawbreaker is still a lawbreaker.

On young offenders

The Tag King

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Scale Sheer Surface
2	+1	+0	+3	+0	Contort
3	+2	+1	+3	+1	Blend In
4	+3	+1	+4	+1	Signature Tag
5	+3	+1	+4	+1	Bolthole

Feeding the Masses

With almost total unemployment in the Big-Meg it is little wonder that many of its citizens will spend the vast majority of their time sitting in front of the Tri-D box watching endless amounts of what passes for entertainment. From game and quiz shows, such as You Bet Your Life and Blind Mate, to soap operas, such as The Blockers and Mega-City Blues, the demand for new and exciting shows is intense and the creators will go to any lengths, even breaking the law, to gain their own wonder show. With more than 2,000 channels beaming feed into the homes of the Big-Meg, it has become a cutthroat industry and will often lead to more ruthless executives taking drastic measures to make sure their show is *the* hit of the season.

Of course, Tri-D entertainment is not just confined to Mega-City One – all over the world shows are created and stars are born. Tri-D plays an important part in the lives of most citizens of the Big-Meg, even if it only acts to relieve the tedium between waking and sleeping hours. The Justice Department's PSU and CBU (Citizens Broadcasting Unit) pay very close attention to what is actually broadcast over the airwaves and programs must meet with a very strict set of guidelines if they are to be broadcast. These tight constraints are too much for some, and many would-be game show hosts will go to extreme lengths, including setting up illegal broadcasts, just to make a profit or get the fame and glory they so long for.

Game Shows

Over the years there have been myriad game shows broadcast in Mega-City One. Most are home-grown affairs, though some imported shows from other cities do become very popular. Game shows make up the highest demographic of all viewed programs in the city and many channels broadcast shows 24 hours a day, every single day of the week. Most citizens watch these shows in the vain hope that they could emulate the winners, find fame and, more importantly, fortune. It is true that billions of credits worth of prizes are offered out to the winners each year, though all are strictly controlled by the Justice Department's welfare and public affairs units, as gambling is illegal in any form.

The most popular game shows are those that pit contestants against each other for prizes! Citizens love to see the anguish and anger on the faces of the competitors as they try to out do each other, often live and uncut. From simple quiz shows where contestants must answer questions correctly, to shows such as What's My Crime, where they must uncover the reason behind a perp's sentencing, each show will gain its own loyal fan base and will make the host a household name.

Of course, those eager to cash in on the greedier and more debase nature of the citizens of Mega-City One will try anything to make credits. Some of the most popular shows are broadcast illegally and often entail the contestants being in a life or death situation. These pirate shows are broadcast from secret locations around the city, with the shows' owners going to great lengths to avoid detection by the judges. Over the years, many game shows have been broadcast from moving mo-pads or juggers to try to keep one step ahead of the Justice Department and, in recent years, some would-be entrepreneurs have even begun to broadcast from the fringes of the Cursed Earth or out into the Black Atlantic. The more bloody and violent a show is, the bigger the audience it can garner and the more revenue it will generate for its creators.

The CBU is a sub-branch of the PSU, but is more visible in its operation, and every single program that is transmitted over the airwaves of Mega-City One must be vetted and scrutinised by the CBU. Only once cuts or edits have been made, is the program ready for transmission. However, there are a great many shows that are broadcast live and keep the department on its toes as it monitors anti-Justice Department or subversive comments, suggestions that could lead to affrays or incite others to break the law and much more.

New Prestige Class: Game Show Host

Game shows are the staple diet of many citizens of the Big-Meg and not a day goes by without some new crazy or inventive show being beamed onto Tri-D sets. Some game show hosts go on to become huge celebrities and

can command large sums of money for personal appearances, holo-book signings and such. Game show hosts are expected to be cunning, entertaining and resourceful, and some of the best-loved citizens in the city are hosts of long running shows, whose performances have brought joy and laughter to millions over the years.

Hit Die: d6.

Requirements

To qualify to become a game show host, a citizen must fulfil all the following criteria.

Skills: Bluff 4 ranks, Craze (game shows) 10 ranks, Disguise 4 ranks, Perform (presenting) 10 ranks.
Feats: Luck of Grud, Skill Focus (perform – presenting).
Ability: Charisma 15+.

Class Skills

The game show host's class skills (and the key ability for each skill) are Bluff (Cha), Craze (game shows) (Int), Disguise (Cha), Listen (Wis) and Perform (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the game show host prestige class.

Audience Appeal: The game show host is great at motivating an audience and, by judging their reactions to his performance, can give them exactly what they want to see, thus entertaining them. The game show host gains a +8 bonus on all skill checks involved with performing.

Hit Show: The game show host is the front man for a highly successful Tri-D show and, as such, a celebrity always in the public eye. People will bend over backwards to please the host and they can command a weekly salary of 2,000 credits. The game show host also gains a +4 circumstance bonus on a single check when dealing with the public once per day.

Star Status: The game show host is now a household name and recognised everywhere they go. They are constantly in demand and often find fans willing to do anything for them. Of course, such fame is a duel-edged weapon and they can become a victim of their own success, with many finding the public only too eager to find out what skeletons they have in their closets. The game show host gains a circumstance bonus to Charisma checks when dealing with members of the public equal to their class level. However, members of the Justice Department may have no time for such frivolous people and the game show host does not gain this benefit when dealing with judges and other officials of the Justice Department.

Hands on Approach: The game show host is not only the star of the show but also takes an active interest in the shows production and development. They are credited as a producer on the show and have the power to say yes or no to the show's owners over a great many aspects of the show's appearance, what celebrity guests they wish to appear and how much they get paid. The game show host gains an extra 500 credits per week for each point of Charisma bonus they possess•s, on top of their current weekly income.

Friends in High Places: The game show host is known to rub shoulders with the rich and famous and their name is often attached to other celebrities. They often play zero-g golf with actors and other presenters or work for charity Tri-D'athlons and, as such, often have friends in positions of power and influence, including the Justice Department. The game show host gains one favour per gaming session from a contact in a position of power and influence. This favour can take many forms, from the loaning of monies to arranging a meeting with a sector chief, and should be talked over with the Games Master. Of course, characters who abuse the favours of their high-ranking friends may soon find they become

The Gameshow Host

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Audience Appeal
2	+1	+0	+0	+3	Hit show
3	+2	+1	+1	+3	Star Status
4	+3	+1	+1	+4	Hands on approach
5	+3	+1	+1	+4	Friends in High Places

unwelcome and those favours will simply become exhausted or dry up.

Soap Operas

Many of the citizens of Mega-City One will idle away their waking hours watching the endless channels of soap operas that are beamed into their homes. These come in many shapes and forms but by far the two most popular are The Badge and City Life. The Badge is a spin off show from one of the most successful Tri-D shows in the past 20 years, Mega-City Blues, and follows the exploits of Judge Eric Grundy, a rough and tough street judge with a heart and conviction for protecting the city. Grundy is based around many famous street judges (Joe Dredd included) and has many traits that can be identified. The popularity of The Badge has put Justice Department ratings at an all-time high and it has recently commissioned four full-length Tri-D movies staring Grundy to give the public what they want.

However, as with a great many things in the Big-Meg, things are not always as they seem. There is a public love-affair with Vito Mann, the actor who plays Judge Grundy, and not a single day seems to pass without some mention of his connection to a famous female celebrity in the news, making him one of the most eligible bachelors in the city. The true identity of Mann is known only to a handful of people in the upper echelons of the Justice Department as he is, in fact, a deep undercover operative for the Wally Squad, planted where he can do the most good for the department and monitor the high society from the inside.

City Life is an extremely popular soap with the elder section of the city, and it follows a trusted formula that has been used for decades. The story is set around an imaginary sector of the city and follows the life, trials and tribulations of four families as they strive to survive in the harshest place on the planet. The show has been broadcast for more than three decades and is the longest running show of its type in the world, with millions of fans who loyally tune in to see how life in the Big-Meg is affecting their idols this week. During the last Robot War, a riot was sparked off by the killing of one of the show's central characters, giving the judges another headache to contend with while fighting off Narcos's robotic forces. In its long history, there have been only three occasions when the show was not broadcast – during Necropolis, following the total power outage of Sector 75 in 2101 and during the 2111 Democratic Referendum. The show was shown around the world during the zombie war and its true-to-life depictions of survival made it extremely popular. Perhaps the most famous stigma attached to City Life is the fact that former Chief Judge Cal (the insane tyrant who held the city in his grip) was one of its most ardent fans, even going as far as to have the show performed live before him during his reign of terror.

New Prestige Class: Actor

Of course, Tri-D would not be anything without the men and women behind the shows that are so popular. There is little shortage of talent agencies in the Big-Meg and many offer riches and all the other trappings that come with fame and stardom but, sadly, very few can deliver such pipe dreams. The biggest names in the industry have earned their fame and talent the hard way and, though many have attended acting schools, drama classes and any one of the myriad schemes set up to cash in on other's talents, it is those with raw determination that seem to succeed the most and become household names.

Every actor dreams of landing that star role and becoming famous, and there are literally thousands of shows broadcast each year for them to try to gain their dreams. With wealth comes power in the Big-Meg and with fame comes recognition and respect from one's peers. Many actors can amass huge amounts of credits in a very short space of time and most enter into sponsorship deals with advertising agencies. Not only will this increase their wealth but it also opens many new doors to the actors. It is not uncommon for a famous actor or actress to not have to pay for goods or services at all, with many vying to have their clothing, vehicles or jewellery. You know you have made it big in the city when you see your face plastered all over billboards and the news and your every action is studied and scrutinized by your fans and peers alike.

Hit Die: d8.

Requirements

To qualify to become an actor, a citizen must fulfil all the following criteria.

Skills: Bluff 6 ranks, Concentration 4 ranks, Disguise 7 ranks, Perform (acting) 11 ranks.
Feats: Luck of Grud, Skill Focus (perform – acting).
Ability: Charisma 15+.

The Actor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	The Look
2	+1	+0	+0	+3	Commanding Voice
3	+2	+1	+1	+3	Total Recall
4	+3	+1	+1	+4	Soliloquy
5	+3	+1	+1	+4	Dramatic Persona

Class Skills

The actor's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Listen (Wis), Perform (Cha) and Streetwise (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the actor prestige class.

The Look: It was said of Helen of Troy, that she 'had the face that launched a thousand ships', and over the centuries many people have been gifted with a similar talent. The Look, as it is often called, is that rare and unique commanding presence that causes heads to turn when one with it enters a crowded room, or causes vehicles to crash as the driver turns to get a better look. Beginning at 1st level, the actor gains a permanent +2 inherant bonus to their Charisma score.

Commanding Voice: Part of acting is learning to master not only your lines of dialogue, but also how to project those lines with feeling, passion and clarity so they come across as naturalistic and not just memorised words from a script. Beginning at 2nd level, the actor has such a grasp of the dramatic language and its use that when they speak, others listen. Their voice is a commanding presence and adds to any performances they make. This allows the actor to cause anyone within 30 feet to become distracted and stop what they are doing. The actor must make a successful Perform (acting) check (DC 25) to force those around him to temporarily stop in their tracks, even going as far as ceasing fire upon the actor.

Total Recall: After years of reading scripts and learning dialogue, the actor has learned to memorise information quickly and precisely, giving them an uncanny knack of being able to recite on rote any information they read. The actor need only make a simple Intelligence check (DC 15) to be able to recall any information they have read in the past hour with total accuracy. A check at DC 20 will allow them to recall information from the past 24 hours and a check at DC 25 will give the actor the ability to recall information they read up to seven days prior.

Soliloquy: Many actors have to deliver long-winded speeches and orations during their performances, often having to deliver pages of dialogue before the other actors even get the chance to speak. By the use of moving and rousing speeches, the actor can motivate those around them to rally to their cause. If an actor spends a full turn in a public place trying to convince those around them that they should follow their lead, they will attract 1d20+20 citizens to their cause. Add 15 citizens to this total for every ten full minutes that the actor is able to rouse the populace.

Dramatic Persona: There are actors, and then there are *actors*, those who immerse themselves completely into the role they are playing. If the role calls for them to play a fatty, they will pile on as much weight as they possibly can and learn how a fatty lives everyday life. In years gone by this was known as method acting but now only a few truly talented actors and actresses possess this ability. The actor gains a +10 bonus on Disguise checks as long as they have had at least 24 hours to get into the persona of the character. They can even mimic the voice so perfectly that they have an 80% chance of convincing a Birdie Lie Detector that they are the person they are imitating. Note that this provides no bonus to covering any lies, as it merely convinces the lie detector and operating judge that the actor is who he is claiming to be.

Reality Tri-D

Of course, it is not always fantasy and escapism that captures the imaginations of the populace, sometimes the most watched programs tend to be based firmly in the real world, often informing the public about menaces or dangers of life in the city. Perp Watch is a program hosted by Vick Anders, one of the most popular Tri-D stars of the past 20 years, and each week he gives the public the low down on what is going on in the city,

what criminals to watch out for and those all important rewards. Segments of the show often show reconstructed crimes in order to enlist aid from the public at large and the Shop a Perp segment is always very popular, where citizens are encouraged to grass on their friends, neighbours and loved ones in exchange for Justice Department coupons and cash rewards. Over the years since it first began, Vick Anders has been the target of no less than 30 assassination attempts but his quick wits and round-the-clock protection by the Justice Department have always paid off, usually allowing him to escape with only minor cuts and bruises.

Perp Watch is not the only reality-based Tri-D show. Justice News is a very popular show with many members of the public, spawning its own magazine and hosted by Judge Susan Gale, one of Mega-City One's most respected judges and a public face for the Justice Department. Judge Gale was critically wounded during the Apocalypse War and has been confined to a hover chair since then, but her mind and her beauty are still very much intact and she is often seen as a go-between for the Justice Department and the people. Justice News brings all the latest news on crime prevention, defence of the city and news from around the world and the outer colonies. Justice News has won many awards over the years and every year seems to pull out all stops to inform the public about the softer side of the Justice Department and show it in a newer, more citizen-friendly light.

Sports and Pastimes

Sports are very popular in Mega-City One. Even though most of its citizens are too out of shape to play or compete in any physical pastimes, sports still remain some of the highest grossing and rated shows around. Coverage of shuggy, skysurfing events (such as Supersurf) and jetball championships fill the airwaves, and there are hundreds of channels dedicated to showing top class sport from around the globe. Some sports are just fads and will often become the in-thing of the season, generating fame and revenue for their creators and coming to the limelight following exposure on one of the sports channels. These fads tend to fade from the public eye very quickly, however, and the staple diet of skysurfing, jetball and shuggy tend to be predominant.

Of course, there are those who broadcast illegal sporting events and, in fact, Supersurf coverage was illegal until 2117 when the ban on airing the show was lifted due to public demand. The most dangerous, and therefore the most watched, shows are those that put the competitors in mortal danger. Shows such as Fight Night and The All-New Carnage Show pit teams of heavily-armed men and women against each other, often in a fight to the death. Though it is ever vigilante in its crusade to keep the airwaves clear of these barbaric pastimes, the CBU has its hands full and much time and manpower (and therefore money) is lost each year in trying to track down the perps who make these illegal broadcasts.

Broadcasting in Mega-City One

The penalties for making illegal broadcasts are some of the harshest in Mega-City One and those who do decide to take it upon themselves to pollute the airwaves with their brand of 'entertainment' will find that the law will come down very hard on them if they are caught. Broadcasting technology is at its zenith in the Big-Meg, with some of the most advanced equipment in the world being used to beam Tri-D signals directly into the citizens homes. With each major advance in broadcasting technology the black market seems to strive to advance the anti-detection equipment that is used to masque the signal's source and keep the law off the backs of the broadcasters.

For anyone wishing to set up as a broadcaster, there are numerous forms to fill out and checks to be made by the CBU before work can go ahead with the planned broadcast shows. Once the forms have been filed with the CBU and the broadcaster's license fee has been paid (some 2,000 credits), the show will then be able to go into production, though any changes to its format must be vetted by the CBU, and the final show will be subject to intense CBU scrutiny. From the smallest homespun adventures, to multi-million credit productions, all must have the green light from the CBU or be unable to be shown. Of course, if you do get the go ahead to produce your masterpiece there is no shortage of would-be thespians and actors in the Big-Meg, eager and itching for a taste of stardom.

The Blockers began life as a simple show, broadcast by Ernest and Errol Fizgard from their home in Maggie Thatcher Block, right in the heart of Sector 44. The show was put together by the brothers and after gaining permission to transmit from the CBU it was aired on Channel 323 (one of the public domain channels where new talent is often discovered). The show depicted the comedic adventures of a normal family in an average city block and, with its dark humour and excellent performances by the Fizgard brothers and their friends, became an overnight sensation. It was soon picked up by regular channels for broadcast, in turn making the

creators and actors household names, as well as rich beyond their dreams. The Blockers has since been sold to other Mega-Cities around the world, been translated into more than a dozen languages and drawn a cult following of loyal fans from Mega-City One to Luna and beyond. An ideal example of just what one can do if you have the intelligence and skill to stick to the Law and follow the rules.

Addiction

It is a sad fact of life that many citizens become addicted to their Tri-D sets and will spend almost all of their waking hours in sombre silence in front of them. Tri-D addiction is one of Mega-City One's largest medical problems, causing the deaths of some 13,000 citizens each year, and this number seems to be growing. The viewers become hooked on their favourite shows so much that, if a character in a soap dies, they will be so depressed they will often take their own lives. The Lemming Syndrome, as it is sometimes known, has been a major problem for the Justice Department's Medical Division, which has sought long and hard to come up with a solution to this problem. The Justice Department realises that Tri-D serves a purpose, despite its unhealthy attachments, and it often acts to placate the populace. Experiments by the Medical and Tech Divisions of the Justice Department into controlling the masses by hidden signals in the shows have often resulted in dire consequences, the subliminal messages having driven some citizens over the edge completely, causing mass block wars and, ultimately, costing the city money. Even self-help groups seem to fail to stem this growing tide of citizens who are hooked on their shows and, each year, the number of deaths related to Tri-D seems to grow.

Judge Spotting

There are a great many pastimes in Mega-City One that do not require skill or talent on the behalf of their followers. For every skysurfer willing to risk his neck on a flying plank, there is a bingoholic who waits for that winning number. For every citizen who ever sprayed up with Boing®, there is a citizen who enjoys nothing more than a good old fashioned sit. There are a great many crazes, but perhaps the single craze that is looked upon with the most disdain and contempt by citizens across the city is that of the judge spotter.

Often seen as the lowest form of life around, lower than even the troggies of the Undercity or the scab-encrusted mutants of the Cursed Earth, the judge spotters are a breed unto themselves and a very strange bunch indeed.

Anyone can become a judge spotter, no matter their age, the block they live in or their political beliefs. Judge spotters are members of one of the most widespread of all the crazes, one that covers every single sector of the Big-Meg and even reaches out into other Mega-City's across the world.

To many, the actions of a judge spotter seem to be completely alien and without reason or purpose. Standing on the corners of pedways, 'tween-block-plazas and outside sector houses, the judge spotters will relentlessly note down the actions of every single judge who passes them by with an almost Machiavellian intent to detail. The spotters will learn, by rote, the patrol routes, comings and goings of judges in their sector, then use this knowledge to go out and wait to see their heroes. For a spotter there is no greater hero than a judge, upholding the Law and protecting the innocent, and many spotters will go to great lengths to talk to their heroes, if only to gain a greater insight to their background or motivations. Of course, the judges are always far too busy to converse with citizens on frivolous matters and, if it involves Justice Department information, even more so. More than one over-curious spotter has ended up with a spell in the cubes for harassment or endangering the life of a judge.

Every judge has his or her own number in the Justice Department, and every Lawmaster has its own number that corresponds to the sector it is allocated to. This makes Lawmasters a firm favourite with the spotters, who take these numbers down religiously and mark them off in books that are available all over the city. In fact, judge spotters are responsible for the largest sales of printed material, with Justice News being one of the biggest circulated magazines available, a large section of the profits going directly to the Justice Department itself. As such, the Justice Department gives Procter and Procter (the publishing company who run Justice News) a great deal of leniency, providing it with images of the latest equipment from the Justice Department and even granting interviews with senior judges or sector chiefs.

Judge spotters are a secular bunch that love to speak for hours on end about their favoured pastime and, as such, can be a real source of information for those who need to know things such as the patrol routes of judges or the latest update on Justice Department weaponry. Of course, the spotter is only as good as the information they can attain, and many just know the things made

public in Justice News but there are a few among the spotters whose dedication is beyond compare and they will go to any lengths to learn more about the Justice Department, sometimes even if that means breaking the law.

Judge spotters who do push the envelope are not common on the streets of the city itself; they tend to stay strictly indoors, only coming to surface during galas, parades or other events where there is likely to be a high Justice Department presence. For the majority of the time, these die hard spotters will stay locked indoors, pouring over specifications of the latest Lawgiver or H-Wagon, learning everything they can about their hobby, often building miniature replicas of Sector Houses, with extreme attention to detail. Many of these spotters are die hard hackers and will often challenge the security systems of the Justice Department, just to gain that bit more information.

Of course, the last thing they would ever wish to do is to sell on this information to another party, but sometimes when push comes to shove, that is exactly what they will do. More than one spotter has fallen in with a criminal organisation and many of the larger crime syndicates will seek out talented spotters to add to their ranks, often offering them a lucrative salary for information.

The judges themselves seem to shun theses poor souls for the most part but occasionally a judge will befriend a spotter and learn that they are among the best placed citizens to become narks.

Prestige Class: Judge Spotter

Though they are shunned or laughed at by many of their peers, the spotters have a great respect for the law and its deputies. They study hard and will often keep their eyes and ears peeled for any snippets of information and, as such, can be a valuable asset to both perp and judge alike.

Hit Die: d6.

Requirements

To qualify to become a judge spotter, a citizen must fulfil all the following criteria.

Skills: Computer Use 4 ranks, Craze (judge spotting) 12 ranks, Listen 8 ranks, Knowledge (law) 2 ranks, Knowledge (Justice Department) 3 ranks, Knowledge (sector) 7 ranks, Spot 7 ranks, Technical 2 ranks.
Feats: Alertness.
Ability: Intelligence 15+.

Class Skills

The judge spotter's class skills (and the key ability for each skill) are Craze (judge spotting) (Int), Computer Use (Int), Drive (Dex), Jump (Str), Listen (Wis), Spot (Int), Spot (Wis) and Technical (Int).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the judge spotter prestige class.

In Plain Sight: The spotters are held in such disdain by the general public and judges alike that they can move about the city freely without much fear of being approached. Due to the dislike the public seems to have towards them, the spotter just seems to disappear and blend in with the background. As such, the spotter gains a +4 circumstance bonus to Arrest checks if challenged by a judge and a +4 circumstance bonus to Hide checks.

Data Access: Beginning at 2nd level, the spotter's curiosity and longing for information on the Justice Department will lead them to investigate new avenues to gain any scrap of knowledge they can. The spotter gains the Data Access feat, even though it is normally restricted to judges.

Improved Sector Knowledge: Spending a lot of time on the streets, the spotter gets to learn their way around a sector extremely well, and they know more about their own sector than most judges will learn in years.

The Judge Spotter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	In Plain Sight
2	+1	+0	+0	+3	Data Access
3	+2	+1	+1	+3	Improved Sector Knowledge
4	+3	+1	+1	+4	Bonus Feat
5	+3	+1	+1	+4	Inside Information

Beginning at 3rd level, the spotter gains a +4 bonus on Knowledge (sector) and Streetwise checks.

Bonus Feat: At 4th level, the judge spotter gains a bonus feat from the following list: Skill Focus (craze – judge spotting), Skill Focus (knowledge – sector), Skill Focus (spot) or Skill Focus (streetwise).

Inside Information: The spotter has an ear to the ground and their eyes wide open, looking for anything to do with the Justice Department and its workings, and they will become privy to information on the underworld activities going down in their area. Beginning at 5th level, the spotter will be able to gain inside information appropriate to their sector, gaining a +5 circumstance bonus to all Gather Information checks made in relation to the Justice Department.

Mobile Pirate Tri-D Studio

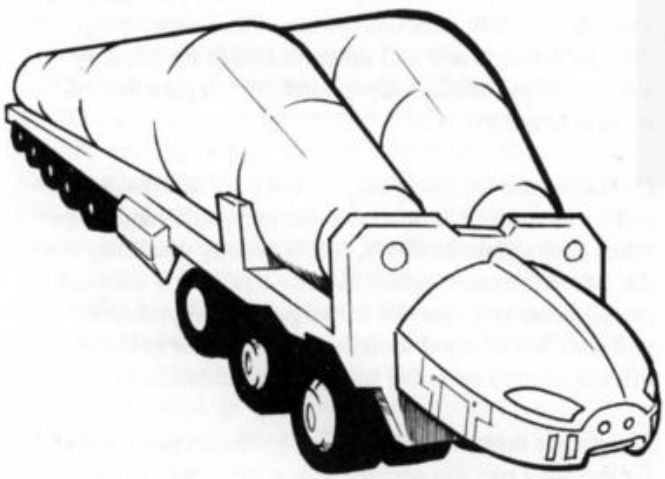
There are many pirate studios in the city but few will stick around for long as they are detected by the PSU. Some more enterprising would-be executives will go to great lengths to set themselves up and broadcast their own brand of entertainment to the masses, and one option is to broadcast from a mobile studio and stay one step in front of the law. It is never easy, with most falling by the wayside and making mistakes, but some do manage to keep up the hectic pace of living on the road 24 hours a day and broadcasting on the move. The mobile pirate Tri-D studio is an inconspicuous vehicle, like the millions that traverse the meg-ways of the city each day. Underneath its mundane exterior lies highly sophisticated broadcasting and scrambling equipment, lights, cameras and studio space designed to keep the broadcasters on the air for as long as they desire.

During the reign of the insane former Chief Judge Cal, a few of the more die-hard mobile studios and their owners began to broadcast the events as they unfolded for the world to see, forcing the dictator to clamp down harder and punish the city even further. Thousands died during Cal's reign and it is partly down to the broadcasts of some pirate studios that we still have a visual testament to the atrocities he brought to the city.

Many mobile studios are refitted Roadliner Inc. super roadliners, their insides having been stripped down and fitted with studio equipment, stages and even dressing rooms in some cases. The outer casing of the vehicle is carefully maintained so it bears no outward signs of what lies inside and will pass by the millions of other vehicles on the road as nothing more than transport. It is the banks of high tech dampeners and scramblers that are located below the outer shell that help provide the studio with protection from even the most sophisticated surveillance equipment that the Justice Department has at hand, and its banks of satellite uplinks beam the shows directly to receivers where it is then broadcast into the homes of the citizens.

Modified Roadliner Inc. Super Roadliner

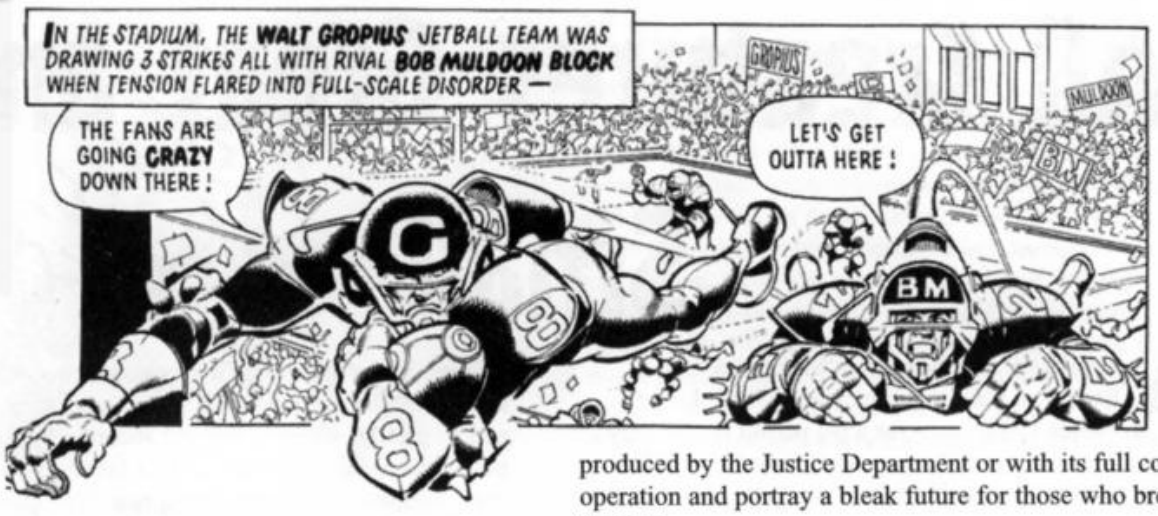
Size: Huge; **Defence Value:** 6; **Damage Reduction:** 15; **Armour Piercing Resistance:** 2; **Hit Points:** 400; **Top Speed:** 275 (wheeled); **Weapons:** None; **Crew:** 3; **Passengers:** 20; **Cargo:** 8 tons; **Cost:** 200,00 cr.



Creating your own Tri-D shows

To create your own Tri-D show is a fairly simple and straightforward affair. Players can come up with their own ideas of what they would like their show to be about (i.e. factual, game show, sports, etc) or can utilise the tables below. All shows should include the following information.

Name: The title of the show.
Host: The name of the host of the show, or the character who presents it.
Station: The name of the station that carries the show, often independent.
Format: The style of the show itself (sports, current affairs, quiz, etc.).
Average Viewing: The amount of citizens who tune in to watch the shows broadcast.
Annual Revenue: The amount of credits the show will bring in for its producers.



Outlay: The amount it cost to produce the show each week, including things such as the hosts' wages, props, lighting, sound, etc.

D20 Roll	Show Format
1-3	Current Affairs
5-7	Reality Based Show
8-12	Sports Show
13-16	Soap Opera
17-20	Game Show/Quiz Show

D20 Roll	Average Viewing	Annual Revenue	Outlay
1-3	Under 100,000	200,000	3000
4-8	200,000	400,000	7000
9-12	500,000	1 million	15,000
13-15	1 million	2 million	30,000
16-18	10 million plus	20 million	100,000
19	30 million plus	60 million	250,000
20	400 million	200 million	500,000

Current Affairs

Shows such as Justice News, Mega-City Today, Perp Watch and Sector Report, are all shows that give the viewing audience a glimpse into the events that are taking place in and around the city. Mega-City Today, hosted by Enigma Smith, is one of the most watched current affairs programs while shows such as Sector Report will report news for their own individual sector.

Reality Based Shows

Shows such as Inside the Cubes and A Day on the Slabs are common and show the public how life can be on the wrong side of the law. Most of these shows are actually produced by the Justice Department or with its full co-operation and portray a bleak future for those who break the law.

Sports Show

Shows such as Fight Night, The All-New Carnage Show, Sports Line and Mega-City Sports are all aimed at the sports fan and offer constant coverage of sporting events such as Supersurf or the Chalice Shuggy championships. These shows are extremely popular and garner vast amounts of income for their owners.

Soap Opera

Shows such as The Badge, Mega-City Blues and City Life are a staple diet for most citizens of Mega-City One and each will have its own legion of loyal fans.

Game Shows and Quiz Shows

Shows such as Not on Your Nelly, New Blind Mate and What's my Crime pit citizens against other citizens in games of intelligence or daring for entertainment. These make up the most popular shows broadcast and give vast amounts of revenue to their owners and, as such, generate a substantial profit for the Justice Department.

Dredd's Comportment

While it is a useful tool in the right hands, far too often we have seen activists utilise and abuse the power of Tri-D. In the fight against crime we must consider every single weapon we have in our arsenal and with 400 million citizens already hooked on Tri-D, we have the perfect delivery device already intact.

On the Tri-D

All Creatures Great and Small

Animals are very popular in Mega-City One. Each year millions of citizens will apply to the Justice Department for a pet permit so that they can own their very own furry or scaly friend. Most pets tend to be of the domestic variety, such as cats and dogs, and all must be vaccinated by an authorised veterinarian, as well as neutered or spayed to prevent a population explosion. Pets have a DNA code sequence of its owner placed in a microscopic capsule under its skin so that if the creature escapes or becomes lost, it can be tracked back to its rightful owner and prosecutions can be made against them if necessary. Owners are liable for any damage their pets may cause to both the city and its populace and every day someone is brought up on charges for an unruly cat or dog that has fouled the pedway or attacked a neighbour. Penalties are harsh and will often result in either a spell in the cubes for the owner or a fine and ban from ever owning a pet again; the pet will most often be destroyed.

Following the Apocalypse War, many citizens were left homeless and a great many pets were left without owners and roamed the sectors in search of food and shelter. With the Justice Department stretched to its limit trying to deal with the aftermath of a very costly war, many of these dogs and cats were left to their own devices and soon packs of hungry animals began to attack the DP (Displaced Persons) citizens in their camps.

The Justice Department knows full well that to deny the citizens their right to have a two, four or 12-legged friend would only cause more problems than it would solve. So it reluctantly grants the licenses to would-be owners, but only after extensive searches have been made into the owner's background and their suitability to be a careful owner.

Sometimes, however, no matter how careful the owner may be, things go wrong and pets escape.

Take the humble griblig for instance. A species native to planet Plexus in the deepest regions of space, the gribling is a creature with a very cute appearance and the ability to calm even the most savage person. A mated pair of gribligs where smuggled aboard a Mega-City bound cargo ship and, due to their breeding cycle, the pair multiplied at an astonishing rate. The owner of the gribligs only wanted them as pets but they soon became a public health nuisance and pest control had to be called in to exterminate them. Gribligs are pack animals and, although relatively harmless in small numbers, they can be deadly in large groups, possessing a rudimentary intelligence that allows them to hunt and co-ordinate effectively. The pest control operation managed to clear the infested block of their presence but some of the more intelligent creatures managed to escape into the city sewers by flushing themselves down toilets. It was not very long before gribligs were seen outside the sector and even now, almost two decades later, they are still a thorn in the side of the Justice Department, causing damage with their gnawing and droppings that costs the city millions of credits each year.

Some people have managed to capture and train gribligs and it is not unusual for dwellers at city bottom to keep them as pets. The Justice Department, however, sees them as vermin and anyone caught housing a griblig will face a heavy spell in the cubes.

Griblig

Small Vermin
Hit Die: 1d8 (4 hp)
Initiative: +3 (Dex)
Speed: 50 ft.
DV: 15 (+2 size, +3 Reflex)
Attacks: Bite +2 melee
Damage Bite 1d4/1
Damage Reduction: 0
Face/Reach: 5ft. by 5ft./5ft.
Abilities: Str 10, Dex 16, Con 10, Int 10, Wis 12, Cha 8
Saves: Fort +2, Ref +3, Will +1
Skills: Hide +7, Move Silently +7, Spot +5

Griblig

Gribligs work well as pack animals and will herd their prey by coaxing it to follow a lone creature. They will wait until the prey is separated from any allies and will then attack with alarming speed, tearing the prey to pieces with their teeth and claws. Gribligs will attack prey of almost any size as long as they out number it by at least ten to one.

Pets do come in all manner of shapes and sizes, and it is not just the alien or domestic that some find a life-long friend in. Thomas B Farmhand was a down-and-out actor struggling to make ends meet between his walk-on parts in soap operas. Like many in his position, his dreams of stardom were outweighed by his lack of talent. One night, after another unsuccessful casting call, TB was attacked by a tap gang from neighbouring Mickey Crawford block. The juves bundled the unconscious body of their victim onto a powerboard and sent him spiralling towards the city bottom. The rush of air on his blood-soaked face was enough to wake the hapless fool and he fought hard to get the powerboard under control, managing to slow his descent just enough to save his life.

It took TB two full days to get from city bottom back to his apartment in Bobby Drake, and he became home to a family of fleas as he made his way through the filth and debris of the worst part of the city. TB was completely unaware of his tiny travellers until he noticed a strange rash on the back of his arms a few days after his return home. The rash seemed to glow with an iridescent light and the robo-doc in the block informed him that it was, more than likely, a bite from an insect during his spell on city bottom. Over the next couple of days, TB began to notice strange things in his apartment. Cups would move all by themselves, plates would spin and he could swear he could hear voices calling to him softly. He began to fear his apartment was possessed by some malevolent sprit but was too scared to do anything about it, least of all report it to the judges. Then one evening, less than a week after he had arrived home, TB saw his new companions for the very first time.

The tiny fleas were not much bigger than the head of a tack but seemed to be responsible for all the things moving around in his home. TB soon found out that this strain of flea was unlike any other and could work together to co-ordinate their movements and, as such, do menial tasks while communicating with their newfound host in a very rudimentary telepathic way. After a few weeks, TB found that he could train the fleas to do his bidding and hit on the idea of turning himself into a ringmaster for his very own flea circus. He soon became the talk of the block and citizens gazed in wonder as the tiny insects would perform on command and move objects, spell out words or even jump through tiny hoops, all enhanced via a Microviewer for the punters to see.

TB's show was short lived, however, as the strain of rad flea he brought back with him from the city bottom was particularly virulent and was slowly killing him. It is still not sure exactly how TB controlled the fleas (if he was in fact in communication with

TB Strain Rad-Flea

them or not), but one thing is for sure, within the space of a month Thomas B Farmhand was dead of advanced radiation sickness and the entire population of Bobby Drake was infected by these pests. The Justice Department despatched pest control, which acted quickly but, sadly, not fast enough and despite its best efforts more than 20,000 citizens of Bobby Drake died from advanced radiation sickness before the entire block was condemned and the infestation eradicated. The new strain of rad flea was dubbed the TB strain after the man who first encountered them.

TB Strain Rad Flea

Infection: Contact.
Fortitude DC: No save permitted.
Incubation: 1d6 minutes.
Damage: Stunned until cured, plus Radiation (DC 24).

Not every strange creature in the Big-Meg is a crazed animal, some of the strangest of all encountered are actually classed as plants and, over the years, a few of these species have caused havoc for the Justice Department and citizens alike. In 2099 a new craze sprung up in the city, that of brain blooms, strange plants that for some reason, still unexplained by science, can control the thoughts of the weak-willed around them. Brain blooms can exert a degree of control over anyone who is not strong willed enough to resist them, though in actuality they do not control the person, just key in and respond to the desires and thoughts of those nearby. Following a spate of strange crimes and bizarre deaths, the Justice Department linked them to brain blooms and placed a ban on anyone growing or cultivating these strange plants for any reason at all.

Brain Bloom

Infection: Proximity: 25 ft. radius.
Willpower DC: 20.
Incubation: Immediate.
Damage: Victim becomes dazed until moved from source. Victim also may become violent if an attempt to move them is made (35% chance).

The Alien Zoo

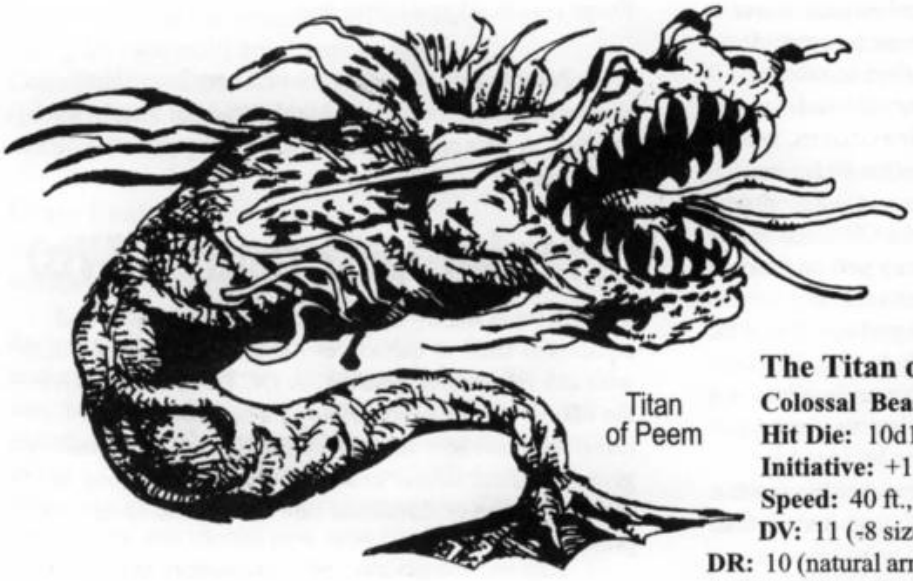
There are many locations in Mega-City One that are extremely popular with both tourists to the city and her natives. One of the most visited locations on Earth is the Alien Zoo, in Mega-City One. Here, many strange and exotic beasts from all over the universe are gathered together for both the entertainment of the masses and xenobiological study by scientists. The zoo is split into seven different locations, each with its own ecosystem, providing the right atmospheric conditions for the creatures in its enclosures. The exhibits in the Alien Zoo are treated with almost royal pampering and are some of the best-kept and fed animals in the universe. The zoo generates enormous revenue for the Justice Department and it is always keen to keep up the good relations it has generated with off-world cultures and societies. Many of the creatures exhibited in the Alien Zoo are from the outer regions explored by mankind, though some creatures are to be found closer to home. The duck-billed yabba-dabba is an extraordinary creature found on the outer moons of Pluto. This creature stands some 18 feet tall, weighs upwards of 600 pounds and is noted for two things in particular, its uncanny ability to mimic sounds around it and its complete stupidity.

Dredd's Comportment

It is without question that citizens love their pets, but given that love is, like any other emotion, subject to change, the city will often find itself footing the bill for those who seek a new pet. It is not the fault of the animal that its owner is careless and neglects it, or that it is abandoned to the streets, but remember that a danger to other citizens is still a danger and must be treated accordingly.

On stray animals

When faced with a life or death situation, the yabba-dabba will try to confuse a predator by standing completely motionless, even to the point of being eaten alive. These creatures, despite their size and girth, are docile and have all but been destroyed on their native home world. The few that remain in the Alien Zoo are among the last of the species.



Titan of Peem

it began to defend itself in the only way it knew possible. It took four H-Wagons to bring the beast down, and even then it was not dead, just stunned. Following the clean up in the aftermath of the dimension incursion that became known as Helter Skelter, the titan of Peem was relocated to the Alien Zoo and given its own enclosure, where it remains as a very popular attraction.

The Titan of Peem

Colossal Beast
Hit Die: 10d10+110 (220 hp)
Initiative: +1 (Dex)
Speed: 40 ft., Fly 60 ft. (clumsy)
DV: 11 (-8 size, +1 Dex, +8 Reflex)
DR: 10 (natural armour)
Attack: Bite +17 melee, 2 claws +12 melee
Damage: Bite 4d6+10/6, claw 2d8+5/6
Face/Reach: 40 ft. by 80 ft./15 ft.
Abilities: Str 30, Dex 12, Con 25, Int 6, Wis 8, Cha 11
Saves: Fort +14, Ref +8, Will +2
Skills: Listen +10, Spot +9

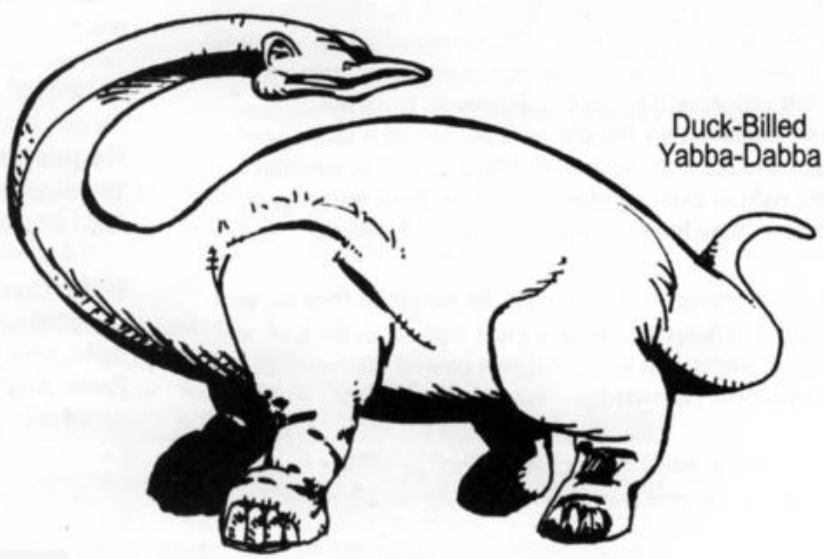
Duck-Billed Yabba-Dabba

Huge Beast
Hit Die: 14d10+56 (123 hp)
Initiative: -1 (Dex)
Speed: 20ft.
DV: 16 (-2 size, +8 Reflex)
DR: 9 (natural armour)
Attack: Bite +11 melee,
Damage: Bite 2d6+3/8.
Face/Reach: 10 ft. by 5 ft./15 ft.
Abilities: Str 16, Dex 9, Con 19, Int 1, Wis 12, Cha 7
Saves: Fort +13, Ref +8, Will +5
Skills: Listen +9, Spot +8

Pest Control

Due to the sheer size of Mega-City One, it is impossible for the judges to be everywhere at once and do every job that needs to be done. As such, civilian departments attached to the Justice Department are a crucial component in the everyday running of the city. As well

One of the most recent additions to the Alien Zoo is the titan of Peem, a bizarre creature that suddenly appeared in Mega-City One during an incursion from another dimension. A native of the Kookaratch system, this colossal beast resembles a mythical dragon and could well have stepped out of the screen of a Tri-D holo-novel. Despite its immense size, the titan of Peem is actually quite a docile creature and on its native home world it is considered a good omen and portent of a good harvest. Its materialisation in the city caused the poor creature to become spooked and it did what most animals do when scared –



Duck-Billed Yabba-Dabba

as emergency response teams such as fire fighters and medical staff, the Justice Department makes great use of the pest control units that are located in each sector. It is the duty of these individuals to work, often in tandem with the Justice Department, to bring any infestation under control. Highly trained and skilled citizens, who are well paid for their talents, they are often found in highly dangerous places bringing a virus, infestation or contamination under control, and it is the CPC that is called upon to handle anything from stray pets to viral outbreaks. Of all the civilian departments that are attached to the Justice Department, it is perhaps the CPC that is the face the public are most likely to see. Driving on the Meg-ways in their distinctive blue-and-yellow vehicles and wearing their blue-and-yellow uniforms (almost a parody of a judges), they are to be found in every single sector in the city, and are expected to work in Resyk, the sewers, rad pits, just about anywhere in the city where trouble may spring up.

New Prior Life: Pest Control Officer

Each sector in Mega-City One has its own pest control centre, from where its members can be directed to decontaminate, eradicate or exterminate would-be pests in all shapes and sizes. Made up entirely of citizens, pest control units are a common sight in the Big-Meg and can often be seen working alongside Justice Department decontam squads. A dangerous but highly paid job, being a member of pest control is never a dull life and its members pride themselves on a job well done. Each member of pest control must pass strict and vigorous background checks before they can begin their four-month training at the CPC (Centre for Pest Control) in Sector 44. Once they have finished their training, each officer will be given a license to carry out extermination for the city and, strange as it may sound, they are the only citizens in Mega-City One who have the right to enter a citizen's home without warning, as long as they have reason to suspect infestation.

† Working as closely with the judges as they do, pest control officers will learn a great deal about the Law and how it works first hand. All pest control officers gain Skill Focus (knowledge – law) as a bonus feat.

† Pest control officers are trained as medics to deal with any injuries they may encounter during their working day, as such all pest control officers gain Skill Focus (medical) as a bonus feat.

† Pest control officers work in a very hazardous profession and, as such, are highly paid for their skills by the city. A pest control officer starts the game with 1d3 x 2,000 credits

Profession (pest control) (Wis)

The officer is highly trained in the use of devices and equipment used to quickly evaluate a situation and deal with any infestations present. A DC 15 check will give the officer an evaluation of any threat posed by the infestation and how to act accordingly. A DC 25 will give the officer access to all information pertaining to that infestation or threat and how to respond to its presence.

New Prestige Class: Pest Control Commander

Having spent a number of years working for the Justice Department as a pest control officer, those deemed hard working and responsible enough are promoted to the status of commander. As a commander, they will be expected to co-ordinate pest control operations, work out duty rosters and liase with both the city officials and the Justice Department on issues of health and safety. A pest control commander is a highly-skilled job and only those at this level are given training in the operation and programming of the Banzi pest control robots that are used to gain access to areas a human cannot possibly reach.

Hit Die: d8.

Requirements

To qualify as a pest control commander, a citizen must fulfil all the following criteria.

Skills: Computer Use 5 ranks, Knowledge (law) 5 ranks, Knowledge (medical) 4 ranks, Knowledge (sector) 4 ranks, Spot 8 ranks.
Feats: Alertness, Skill Focus (medical).
Ability: Intelligence 13+.

Class Skills

The pest control commander's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Knowledge (law) (Int), Knowledge (sector) (Int), Listen (Wis), Search (Int), Streetwise (Wis) and Spot (Wis).

Class Features

The following are class features of the pest control commander prestige class.

Security Bypass: All pest control officers have the authorisation to enter any building in Mega-City One if they feel it may harbour a possible infestation, though only those with the rank of commander have the power to run a bypass to get around any possible security. Using methods taught by senior members of the Justice Department and special pass keys (similar to those used by the judges themselves), the commander can gain access to any building, security terminal or computer in the city with relative ease. Of course, if this were to fall into the wrong hands it could prove disastrous for the Justice Department, which often relies on the pest control commanders to take charge of a situation in the absence of a judge. A simple Computer Use check (DC 15) is required to gain access to a moderately secure building and this should be adjusted higher for more elaborate locks and areas of secure access.

Specialist Training: Pest control commanders are taught to program and repair the Banzi Battalion Units (BBU) that are used to control pests in situations where a normal human would find it impossible to enter. The BBU are tiny robots, standing from half an inch up to two inches in height. Each is programmed to act as part of a squad and they are often used to clear up infestations in gardens or small pipes, in fact anywhere a pest control officer would be unable to reach. These tiny robots are excellent at hunting down pests such as rats or gribligs and are armed with a variety of weapons that will kill or incapacitate their quarry. Programming these units is something that is only taught to pest control officers once they have reached Commander level. A commander with this ability can program any unit of Banzi Battalion robots to undertake any task that is within their normal parameters, and can even over ride the fail safe 'Asimov Circuit' that stops the robots from harming humans (DC 30).

Advanced Pest Control: After years spent in the field, and the experience that one can only gain through hands-on work and time on the job, the commander learns how best to utilise the units under his command, despatch units to key locations with as much speed and little delay as possible and also to know exactly how to deal with almost every situation that may arise. The commander gains a +4 competence bonus on all checks involving pest control.

Advanced Sector Knowledge: It is said that if you stay in one place long enough the entire world will pass by you at some point. Pest control commanders often live in the same sector for most of their lives and years of working down sewers and in the most dank places in the city give them an innate ability to know exactly where they are in the sector at any given time. Commanders are prized for their knowledge of the areas in which they work and as such they can coordinate their units with ease, cutting down the time needed to cross a sector to the location of an infestation. The commander gains a +2 competence bonus to all Gather Information checks.

Advanced Medical Training: All officers who attend the CPC must learn the basics of first aid and triage if they are to progress out into the field and become fully licensed pest control officers. Those who pursue the career further and become chosen as commanders must learn advanced medical techniques from senior medics at the Medical Division's headquarters, spending 12 months in deep intensive training, after which they are trained to the same level as a civilian doctor. The commander gains a + 8 competence bonus on Medical checks.

The Pest Control Commander

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Security Bypass
2	+1	+3	+3	+0	Specialist Training
3	+2	+3	+3	+1	Advanced Pest Control
4	+3	+4	+4	+1	Advanced Sector Knowledge
5	+3	+4	+4	+1	Advanced Medical Training

Banzi Battalion Robots

Sometimes it is not feasible for a human to enter an infected area and, when such a situation arises, the CPC has utilities that it can fall back on. The Justice Department and its sub-branches use robots for a large variety of situations, and pest control is no exception. BNZ-1 Urban Pest Control units are often deployed into locations that are either to small and compact for a human or other robot to enter, or carry a high risk of exposure to toxic or hazardous materials. The Banzi Battalions, as they are more commonly known among CPC units, come in a variety of shapes and sizes to carry out many differing field missions, but even the largest of these robotic aids is only a few inches in height. The Banzi Battalions often form into squads of varying units under the charge of a command unit and will act as an independent pest control device, taking orders only from the CPC commander in charge of them. Armed with a variety of equipment and weaponry, the Banzi units are capable of taking control of most situations and will often be able to overpower a foe double their size. Sometimes units are in the field cleaning up areas such as sewer pipes or power conduits where a full-size robot or person would not be able to physically fit. It is not unheard of for a unit to disappear for weeks if not months at a time as they face pests such as rodents, ownerless domestic animals and other creatures and, as such, a sense of teamwork is programmed into each robot. The same programming that is used in War-Droids is often used for Banzi units and more than once these tiny robots have been successfully deployed for a more militaristic use in the field. Like their larger cousins, all Banzi units must recharge their power supply on a regular basis, but they are able to adapt to almost any power source available in their location if need arises.

Banzai Battalion Robot

Fine Robot
Hit Dice: 1d12 (2 hp)
Initiative: +0
Speed: 5 ft.
DV: 18 (+8 size)
Damage Reduction: 6
Attacks: Slam +9 melee, or laser rifle +10 ranged
Damage: Slam 1d4-1/0, or laser rifle 2d6/14
Face/Reach: ½ ft. by ½ ft./0 ft.
Abilities: Str 8, Dex 10
Software Capacity: 20
Software Packages: Base Attack Bonus +2, Computer Use +2, Profession (pest control) +5, Search +2. Spot +3,Track.

Banzai Battalion Command Robot

Fine Robot
Hit Dice: 1d12 (4 hp)
Initiative: +0
Speed: 5 ft.
DV: 18 (+8 size)
Damage Reduction: 6
Attacks: Slam +10 melee, or laser rifle +11 ranged
Damage: Slam 1d4-1/0, or laser rifle 2d6/14
Face/Reach: ½ ft. by ½ ft./0 ft.
Abilities: Str 8, Dex 10
Software Capacity: 30
Software Packages: Base Attack Bonus +3, Computer Use +5, Knowledge (engineering) +5, Profession (pest control) +5, Search +2. Spot +3,Track.

Dredd's Comportment

Though they are citizens, they are sworn to the protection of this great city and, as such, deserve the respect of all, no matter what rank we are.

On the use of civilian aid

Getting Ugly

Over the years there have been many crazes that have hit the streets of Mega-City One, some strange, others bizarre and some that almost defy classification completely. None, however, have been as strange or popular as that of the products of one Otto Fester Sump, the world's ugliest man.

The tale of Otto Sump is one that touched the hearts of citizens all over the Big Meg, a man so ugly that his estranged mother abandoned him as an infant on the steps of a face change clinic. So ugly was the child that he was even out of place with the troggies of the undercity and shunned by all that met him.

Though fate stepped in one night in the form of Judge Joe Dredd, who arranged for the poor individual to tell his story on one of the most popular shows on Tri-D, Sob Story, and the result was unexpected to say the very least. Citizens across the city saw the plight of Sump and began to send in cash donations to the world's ugliest man, turning him into a billionaire overnight. Of course, there was much more to the story of Sump than was first believed and Dredd was actually using the poor unfortunate to trap the killer of others who had appeared on Sob Story, a show where the citizens begged for money from the general public. Dredd went on to capture the assailants and Sump became extremely wealthy.

With his newfound wealth, Otto Sump vowed that no one would ever suffer the same humiliation and indignity he had as a child, and he began to pour his money into a chain of beauty parlours. Unfortunately for Sump things did not go as planned and, though his heart was big, he was not as talented as he had hoped, and many disasters struck as he tried to 'beautify' his clients. Face-lifts went horribly wrong, hairdos caught fire and clients had reactions to the chemicals in the beauty products in his salons. Sump insisted on performing many of the makeovers on his clients himself, and soon his beauty salons had gained a new, less attractive, moniker – 'Ugly Clinics'.

As with many crazes, the Ugly craze began seemingly innocently and from out of nowhere. Media coverage of his disastrous makeovers filled the airwaves and soon the rich and powerful of Mega-City One where clambering for the 'uglyfication' process, and so 'ugly' was born.

Sump was soon swamped with demands from the rich to get the ugly treatment and his financial advisers where quick to cash in on the demand for the new craze. Soon, Ugly Clinics cropped up all over Mega-City One and they were quickly followed by a range of treatments such as Spot On and Grunge for Men that offered ugliness to the ordinary citizen. Citizens clambered for the latest Sump products, wanting to emulate the rich and famous, and riots began to break out when supplies of the latest Sump became short. The Justice Department forced heavy levies and taxes on all of Sump's products to keep them out of the hands of the average citizen and thus avoid further rioting. Sump Industries produced wide ranges of cosmetics and perfumes, all with Otto Sump's own outlook on life and often carrying the company logo 'Release the beauty within'.

Sump also branched out into clothing and, while his range of knee and elbow pads were successful, they were nowhere near as lucrative as his range of cosmetics. Sump also invested in face altering technology and the Face 'O' Matic is one of the most popular face changing devices available, and now comes in a home use format.

Sadly Sump died in 2124, his murderer was widely rumoured to be his own mother but it was never proven.

Many citizens thought it their duty to protest and boycott Sump products, seeing them as an affray on public decency and finding the craze of 'Ugly' offensive. The fact of the matter is that most were just annoyed that they could not afford the outlandish prices of Sump products. The Justice Department takes a very stern look on those who would lavish their wealth around in front of others and many citizens who have been victims of attack have found themselves doing time in the cubes for 'incitement to commit a crime', by wearing expensive clothing or perfumes. Sump products all carry the added weight of the Ugly Tax, making them out of the reach of the normal citizen but a must have for those with money to waste.

The Justice Department's Wally Squad makes frequent use of ugly products to help their judges blend in with

the right circles and many sting operations have involved Wally Squad judges going into deep cover to expose the rich and famous.

Following the death of Otto Sump, others have sprung up to take his place all over the world, with the leading contender being Olin Millie of Euro-City. Millie has premiered his winter collection of scents, perfumes and clothing that make Sump look tame by comparison, though critics in Mega-City One are claiming that the ideas were stolen from Sump's mansion shortly after his death. The Justice Department has launched an investigation into the allegations but, so far, nothing has come of it.

Getting Ugly in the *Judge Dredd Roleplaying Game* is as simple as can be. There are a wide range of products and facilities for players to uglifiy their character with, and each has its own merits and flaws. As Sump himself said, 'True beauty is from within' and, as such, all the products and facilities here are optional for the player and their character. Most of the items listed will carry a penalty to Charisma-based checks, some even lowering it to zero. However, each has its own benefits and a character with a high Charisma penalty to a normal person may have a very high bonus to another ugly.

Creams

Blemish ON

One of the most successful products in the Sump range of beauty aids is Blemish ON, a simple cream that is easy to apply to the skin and will deliver the desired effect of acne, spots and dry skin within an hour of application. Frequent use of Blemish ON will promote warts and moles and will give the user that seven-days-without-sleep look. Any character using Blemish ON will suffer a -2 circumstance penalty to all Charisma-based checks when interacting with non-ugly characters and gain a +2 circumstance bonus when interacting with the nouveau riche and other uglies.

Totalled Effect

Looking younger than you really are? No bags under the eyes or those tell-tale crows feet around the eyes? Then Totalled Effect is the cream for you. Just one application and you can look 20 years older. Any character using Totalled Effect will look far older than they actually are, giving a wrinkled and cracked look to their skin. The character will suffer no ill effects to Charisma when interacting with non-ugly characters but will gain a +1 circumstance bonus on all Charisma-based checks when in contact with the nouveau riche and other uglies.

Pimplon

To many, getting away from those unsightly acne scars of youth is a grudsend but to the ugly connoisseur, the perfection of skin is that covered in pimples, zits and acne. Pimplon is a fast-acting formula that guarantees a healthy crop of zits and pimples within a week, or Sump Cosmetics will refund double your money back. Characters using Pimplon will suffer a -1 circumstance penalty to all Charisma-based checks when interacting with non-ugly characters and gain a +1 circumstance bońus when in contact with the nouveau riche and other uglies.

Perfumes

Odious

The most divine aroma available from Sump Cosmetics has to be Odious, a simple pheromone that activates the sweat glands in the wearer and sends them into overdrive, forcing the body to make more secretions of sweat from areas sprayed. Characters wearing Odious will suffer a -4 circumstance penalty to all Charisma-based checks when interacting with any non-ugly characters and will also suffer a -4 on any Hide or Move Silently checks due to the stench they emit. The character gains a +2 circumstance bonus on all Charisma-based checks when in contact with the nouveau riche and other uglies.

Canal No 9

'Essence of the Big Smelly bottled and sold for a king's ransom' was the tag line that accompanied the launch of Canal No 9, Sump's wonder-perfume. With a sent akin to rotting vegetation, decaying garbage and human sweat, Canal No 9 became a sure-fire hit with the rich and famous and bottles of this perfume sold by the million despite its over inflated price tag. Characters wearing just the faintest hint of this perfume will find almost everyone giving them a wide berth. The stench is so foul that robo sniffers had to be recalibrated to account for its odour and even animals such as wild dogs will steer clear. Canal No 9 gives the wearer a +1 bonus to their Defense Value in hand to hand combat, as opponents are often retching and unable to co-ordinate their attack properly.

Dredd's Comportment

Beauty is only skin deep and some of the ugliest citizens are also some of its most loving. Natural ugliness is never to be confused with that from a can, and those who buy down into ugliness need to be watched ever vigilantly, as those are the people who are more likely to abuse the system than the poor unfortunates who were dealt bad genetics.

On ugliness

Other products

New-U Face Change

Got sick of your old face and want to up-grade for a new one. Sump Industries offers face changes with style and panache that only the rich or avant-garde need think of undertaking. Many companies offer face changing machines and treatments, allowing the customer to walk away looking like someone completely different, however, only Sump Industries offers a face change that makes the customer look positively worse than when they came into the salon. Undergoing a face change in a Sump salon is as painless as it is expensive and, in a matter of moments, the customer can walk away with the knowledge that their face is a masterpiece of sheer design that would make a gila munja chewing on a wasp look gorgeous. The Sump face change gives the customer a dressing down, bringing out all the

blemishes, pock marks and zits from youth and exaggerating them tenfold. Throw into this mix a sinking back of the eyes into the sockets, the turning up of nostrils and rotting of teeth and you have the Sump Effect, a beautification treatment that is the equivalent to the family food bill of your average citizen for a year. Characters who undergo the Sump Effect will be almost unrecognisable to even their own families, their faces will look a mess of warts, pimples and oozing pustules, hair will often fall out or, at the very least, be totally lifeless and teeth will crack or rot giving the character a terrible look. Any character who has undergone this treatment will suffer a -6 circumstance penalty to all Charisma-based checks when dealing with any non-ugly character in any situation, they are just so repulsed by the sheer sight of the character. Likewise, ugly characters and the very rich will see the makeover for what it truly is, a work of art, and will have nothing but respect and even envy for the character, treating them as if they had a Charisma of 20, if the character does not already possess a higher ability score.

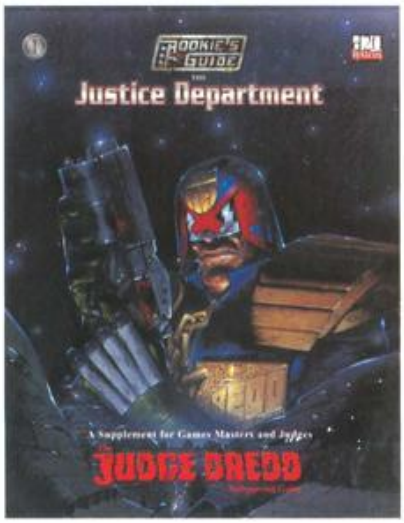
Gunge

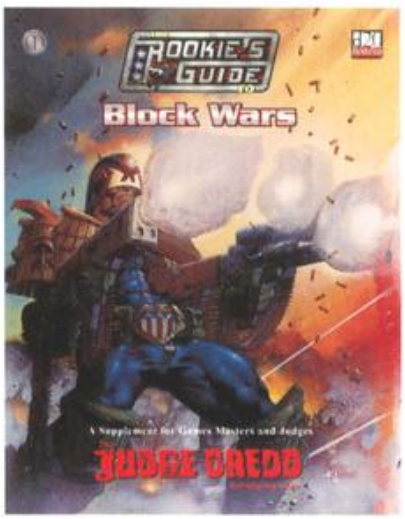
Following the Apocalypse War, food in Mega-City One was at an all time low, forcing the Justice Department to place food restriction orders on the city, place fatties and obese citizens into special Fat-segregation camps for their own safety and to ensure food supplies were at a maximum. A victim of the war himself, Sump hit on the idea of using bugs, insects and other unpleasant things and passing them off as foodstuffs he marketed as Gunge. Sump knew that to make money on the backs of survivors of the war was both wrong and immoral and so offered his services for free but, when the truth about this tasty and nutritious food stuff was found out, the Moral Health campaigners went into overdrive and the Justice Department was forced to order Sump to withdraw his product. Very soon afterwards the Justice Department began to issue its own approved food rations and distribute them to survivors of the war. The remarkable thing was that the new and legal food rations where just Gunge with a Justice Department label. Though difficult to find now, unopened cans of Gunge exchange hands for hundreds of credits and, following the death of Sump, this price has begun to skyrocket. Gunge gives the body all the daily vitamins and minerals it needs and sates hunger as if the character had consumed a full meal.

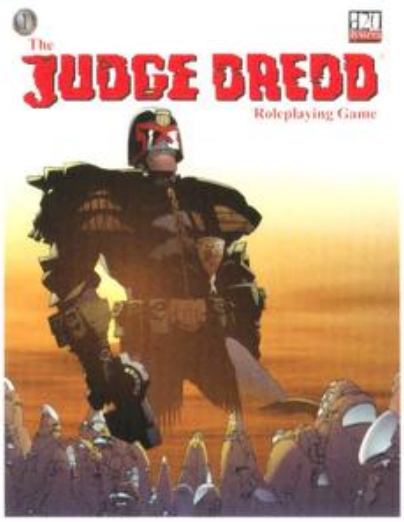
Item	Cost	Black Market Cost	Weight
Blemish ON	1,000 cr.	-	-
Totalled Effect	700 cr.	-	-
Pimplon	600 cr.	-	-
Odious	5,000 cr.	-	1 lb.
Canal No 9	11,000 cr.	-	1 lb.
New U Face Change Sump Effect Treatment	150,000 cr.	-	-
Gunge	-	400+ cr.	2 lb.

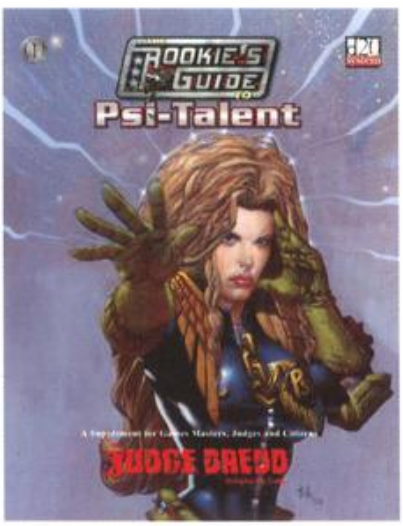
The JUDGE DREDD®

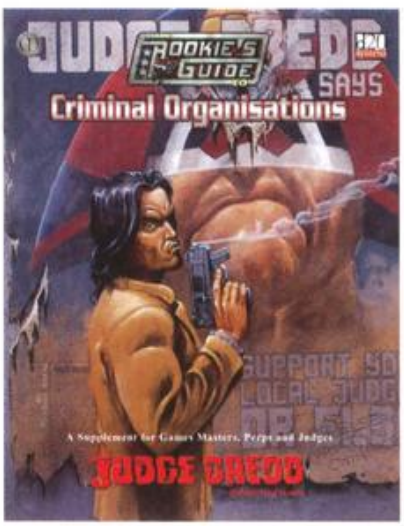
Roleplaying Game











The Rookie's Guide to Crazes

Mega-City One is one of the craziest places on Earth to live. Over 400 million souls crammed into an already overpopulated city often causes tensions to flare and temperatures to rise. Unemployment is almost 100% in the Big Meg, with only one in ten citizens ever getting full time employment at some time in their lives, leaving a bored populace with very little to do. It is little wonder that many of the citizens in Mega-City One turn to pastimes and other activities to relieve the tedium of everyday life.

From flying high at breakneck speeds on a powerboard, to soaring on thermal currents in a bat glider suit, to using cosmetics to make oneself hideously ugly, every craze has its highs, lows and devoted followers and it is these crazes that help make Mega-City One the place it is.

Inside You Will Find:

Skysurfing: Of all the crazes that have swept Mega-City One, none have had such an impact as the hit pastime of powerboarding or skysurfing.

Pro-Eating: Fatties are those who eat for fun and they live for one thing and one thing only, their love of food.

Batgliding: Considered by many a pastime for the older generation, batgliding is one of the most popular forms of entertainment for crocks and eldsters.

Shuggy: The king of all table games has to be shuggy. It is played in more bars, clubs, restaurants and shuggy halls across the world than any other game.

Scrawling: Perhaps the most common form of arrest among young juves and often the first on a long rap sheet will be that of scrawling.

Feeding the Masses: Tri-D plays an important part in the lives of most citizens of the Big-Meg, even if it only acts to relieve the tedium between waking and sleeping hours.

All Creatures Great and Small: Each year millions of citizens will apply to the Justice Department for a pet permit so that they can own their very own furry or scaly friend.

Getting Ugly: One of the strangest and popular crazes is the one that uses the products of one Otto Fester Sump, the world's ugliest man.

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

MONGOOSE PUBLISHING
www.mongoosepublishing.com
www.2000adrpg.com

MGP 7010
U.S. $14.95

A Supplement for Games Masters and Judges

The Judge Dredd® Roleplaying Game

Scanned By
PIKMIN